LIAR GAME

ライアーゲーム

VII

shinobu kaitani
presents

甲斐谷忍

YJ
ヤンジャン
YJC

LIAR GAME

ライアーゲーム

VII

甲斐谷忍

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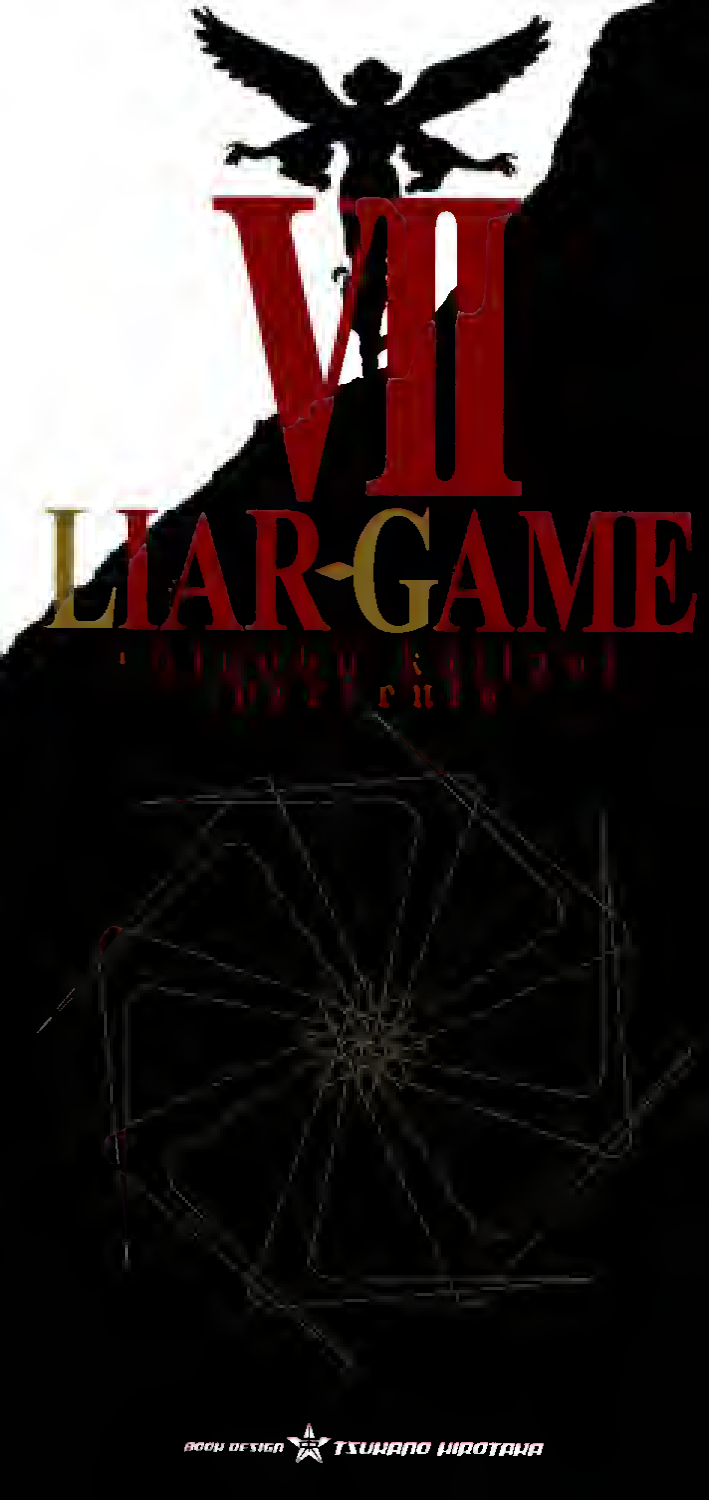
A fierce battle unfolded between the formidable Yokoya during the LIAR GAME TOURNAMENT's 3rd stage: the "CONTRABANO GAME."
In a huge turnaround at the final part of the game, Nao, Akiyama, and Fukunaga acquire enormous winnings and are officially declared losers.
However, in order to save other members, they willingly accept colossal debt and proceed to the next Revival Round. The stage is an abandoned school. Their new enemies are the 3 members of the "Western Army."
If they lose, they face bearing all that debt as well as being completely shut out of the tournament...
With defeat not an option, Nao and the others stand on their last leg in the face of this extremely nerve-racking war.
What nightmarish game awaits them next...!?

VII

LIAR-GAME



BOOK DESIGN TSUKASA HIROTAKA

LIAR GAME❼ 甲斐谷 忍

LIAR GAME❶—❼ ……甲斐谷 忍
LIAR GAME roots of A 甲斐谷忍短編集……甲斐谷 忍
警能力者 小田霧響子の嘘❶ ❷……甲斐谷 忍
ONE OUTS(全18巻)……甲斐谷 忍

ヤングジャンプ・コミックス好評発売中!

外天の夏❶……佐木飛朗斗/東 直輝
カッパの飼い方❶ ⑩……石川優吾
リアル❶ ❼……井上雄彦
夜王❶—⑰……倉科 遼/井上紀良
カウンタック❶—⑯……梅澤春人
風が強く吹いている❶—❸……三浦しをん/海野そら太
犬のジュース堰さん又❶ ❷……おおひなたごう
十字架の魔術師❶ ❷……岡崎 圭
ノノノノ❶ ❸……岡本 倫
孔雀王 曲神紀❶—❼……荻野 真
GANTZ ガンツ❶—㉘……奥 浩哉
ZETMAN❶ ⑩……桂 正和
孤高の人❶ ❷……坂本眞一
いぬばか❶—⑮……桜木雪弥
嘘喰い❶ ❾……迫 稔雄
SINfinity❶ ❷……佐々木拓丸
TOUGH タフ❶ ⑳……猿渡哲也
B型H系❶—❺……さんりようこ
ハチワンダイバー❶ ❽……柴田ヨクサル
スカイハイ❶ ❷……高橋ツトム
スカイハイ・カルマ❶ ❷……高橋ツトム
SIOOOH 士道❶—⑩……高橋ツトム
野獣は眠らず❶ ❸……高橋秀武
妖怪人間ベム❶……高橋秀武
キャプテン翼GOLDEN-23❶ ⑩……高橋陽一
キャプテン翼短編集DREAM FIELD❶ ❷……高橋陽一
秀吉でござる!!❶ ❷……たなかかなこ
ヘタコイ❶ ❷……中野純子
キングダム❶—⑪……原 泰久
Rozen Maiden[新装版]❶—❺……PEACH-PIT
華麗なる食卓❶—㊷……ふなつ一輝
明日泥棒❶……外薗昌也/別天荒人
カジテツ王子❶—❺……向浦宏和
風の陣❶—❸……本宮ひろ志
べしゃり暮らし❶ ❻……森田まさのり
72 The Soul of Bikes❶—❸……山口かつみ
サムライソルジャー❶……山本隆一郎

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ライアーゲーム

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YJ
ヤンジャン
YJC

LIAR GAME

The LIAR GAME 3rd stage, the CONTRABAND GAME was over.

LIAR GAME

our team had somehow managed to survive.

Up against the fearsome Yokoya Norihiko.

Chapter 60
No Way Out

We succeeded in freeing our friends from this terrible game.

but not without great cost...

Mr. Akiyama and I would proceed to the next Revival Round with 800 million yen of debt.

LIAR GAME ライアーゲーム VII

Kaitani Shinobu

VII

LIAR-GAME

shinsha
prrs

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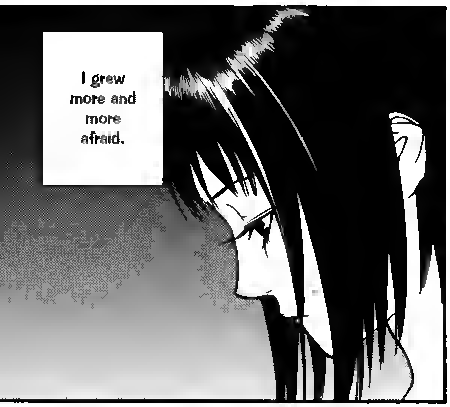
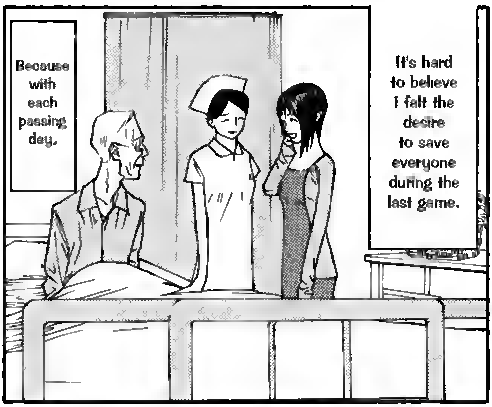
contents

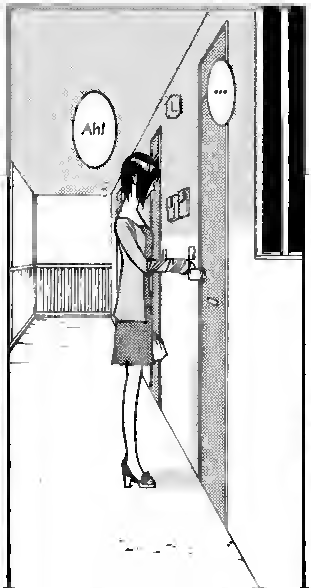
This is a work of fiction. Any resemblance to real people, organizations, or groups is purely coincidental

And so...
everything was soon back to normal, as if nothing had ever happened.


I grew more and more afraid.


Because with each passing day,
It's hard to believe I felt the desire to save everyone during the last game.

Oh my... I forgot to lock the door!


Ah!
...

What's going to happen to me from here on?
400 million... Huh.

'Sup?
And after coming all this way just to tell you about the next Revival Round...
C'mon, don't be so mean! I'm your pal!
PLEASE LEAVE!!
THAT'S NO EXCUSE TO ENTER SOMEONE ELSE'S PLACE!!
... Hey, the door was wide open.
WHY ARE YOU IN MY ROOM!?

Aaah! Nao, your tea is simply the best, you know that?
Please stop flattering me.
I'd just like to hear... about the next game.
This next Revival Round is a 3-on-3 team battle.
!!
You, Akiyama, and Fukunaga came from the same block,
so you 3 will make up one team!
Thank goodness, I'm with Mr. Akiyama!
Now, you do know what this means, right?

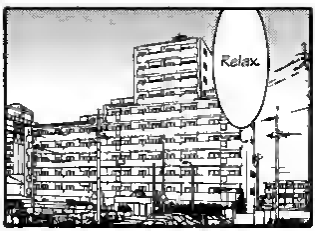
A 3-on-3 battle means that 3 will be axed and only 3 will survive.
It ain't no walk in the park like that last game, where 2 out of 9 moved on.
!!
How very naive!
Naive.
I figured that by continuing on to the Revival Round, we could save everyone.
... Well,
Hey.
Just wondering, why did you choose to participate in the next Revival Round?
... Oh..
... In other words,
The Revival Round basically gives players one last chance.

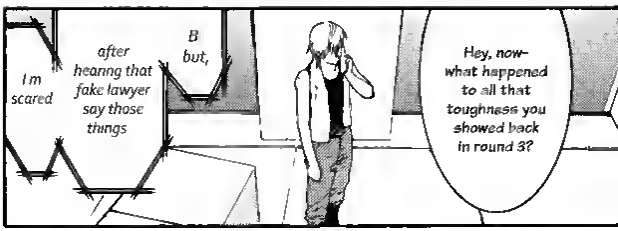
...
you're finished if you lose.
Had you kept your winnings after that last stage, you'd have little to worry about... However,
you're now shouldering a 400 million yen debt!
You can't even save yourself unless you win.
You MUST win!
You remember what the LGT office said. They'll use "any means necessary" to collect!
What exactly happens if I lose??
...
I'll be rooting for you from the sidelines!
Good luck with the Revival Round!
Sorry, but I gotta get going.
exactly what it sounds like.
And that's ..

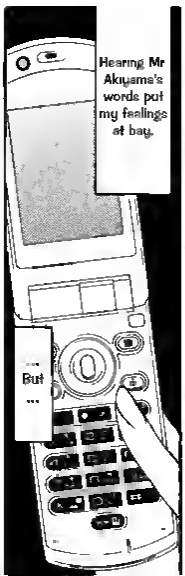
You're calling me because you're nervous?

... Lemme guess.

... Yes.
...


Relax.

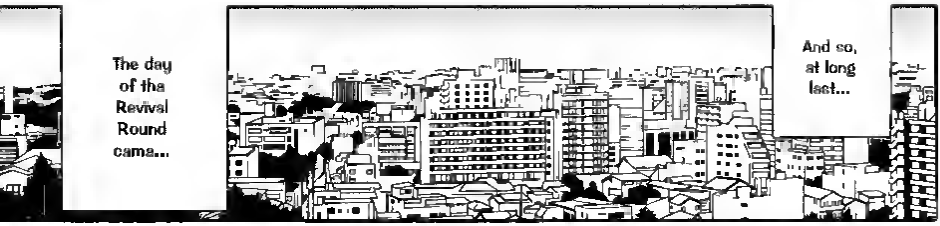

I'm scared
after hearing that fake lawyer say those things
B but,
Hey, now- what happened to all that toughness you showed back in round 3?

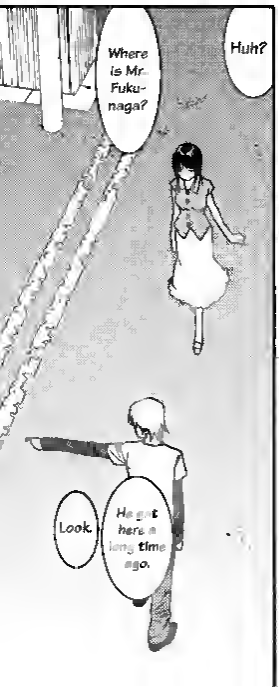

Hearing Mr Akiyama's words put my feelings at bay.
... But ...

...
... Okay.

I promise we'll win this.

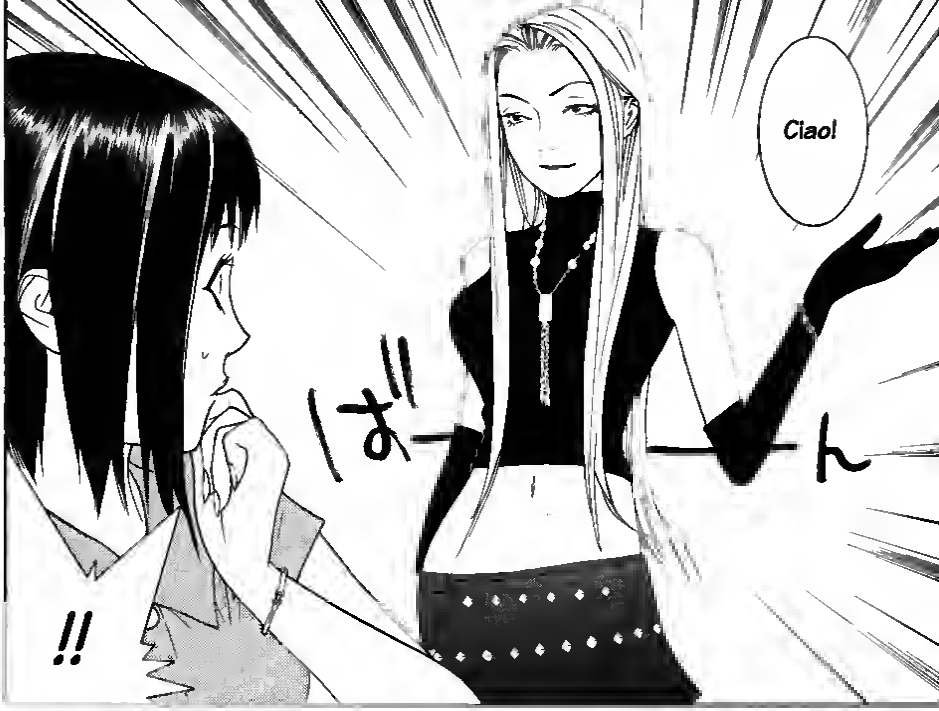
Sigh.
I have to be stronger!
the fact that I was constantly relying on Mr. Akiyama made me feel a bit ashamed of myself.


The day of the Revival Round came...
And so, at long last...


Where is Mr. Fukunaga?
Huh?
Look.
He got here a long time ago.

Yo!
Ah!! Mr. Akiyama!!

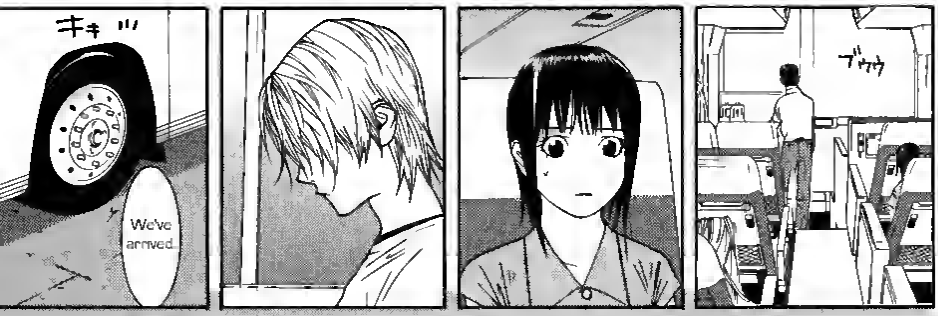
The place we're supposed to meet...
Is this it?


Ciao!
!!

What transvestite DOESN'T dress up as a woman?!?
Uh, hello?
W-what happened to you, Mr Fukunaga?? That outfit's a bit.. girly...

Please get on board!
I will be your guide to the game's location
Ah I see we're all here

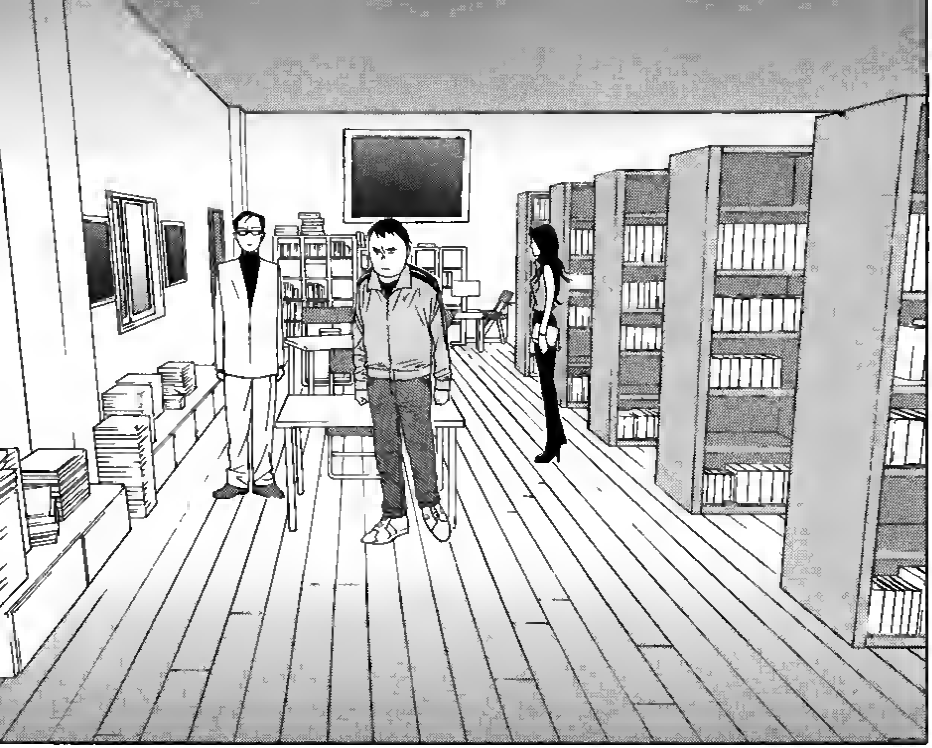
It's a lot easier to mess with guys and work 'em to my advantage!
Having played the LIAR GAME this long, I've realized...
... Is that so ..


キキ
We've arrived.
ゴゥゥゥ

ゴゥゥゥゥゥ

Shall we go inside?
Today's round will be taking place in the library
This building was a middle school until it closed 2 years ago
Yes
A school?

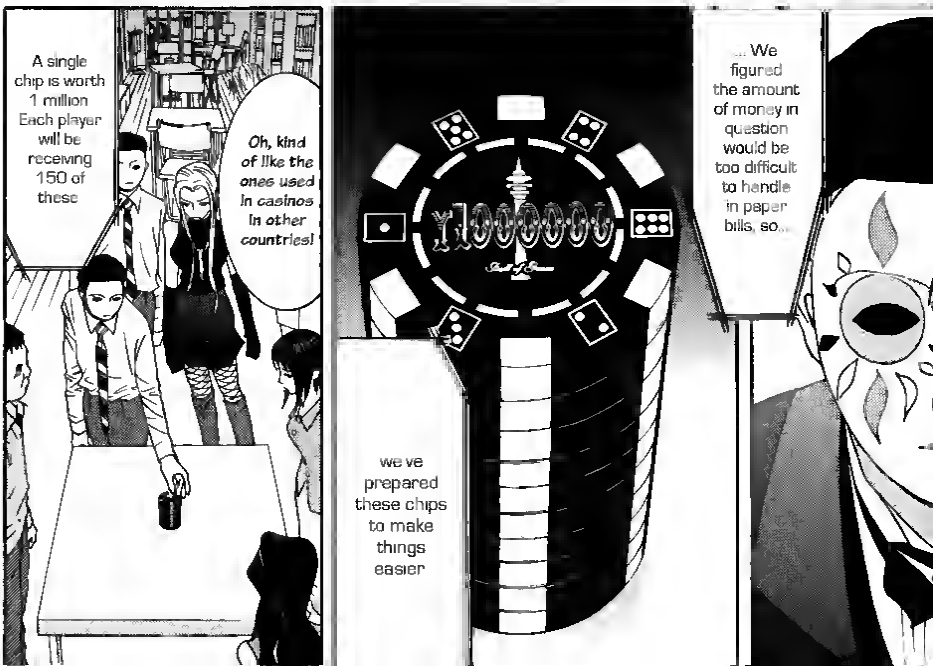
This is the stage for our Revival Round.
Is the place, huh!?
So this ..
Hmph.
The other participants of our game
Who is that over there?
!



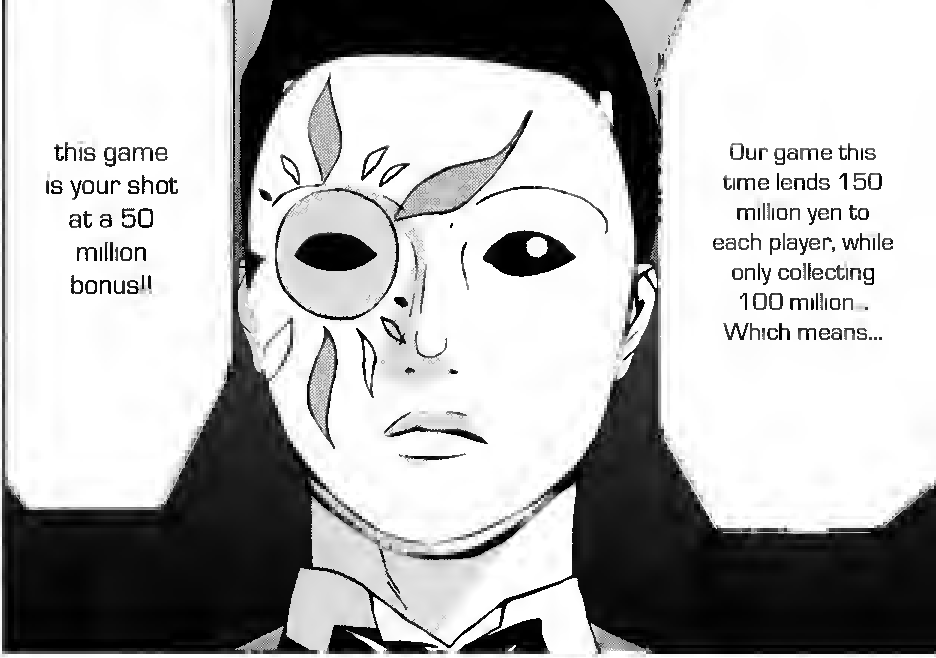
!
GREETINGS LADIES AND GENTLEMEN !!!
WELCOME TO THE STAGE OF THE REVIVAL ROUND!!

Pleased to meet you all.
I am Solario, and I will be serving as your main dealer for this round.

As always, we will be lending money to each player which you will wager throughout the course of the game
There's more of these masked guys!?
Woah, woah!


A single chip is worth 1 million Each player will be receiving 150 of these
Oh, kind of like the ones used in casinos in other countries!
¥1000000
we've prepared these chips to make things easier
... We figured the amount of money in question would be too difficult to handle in paper bills, so...

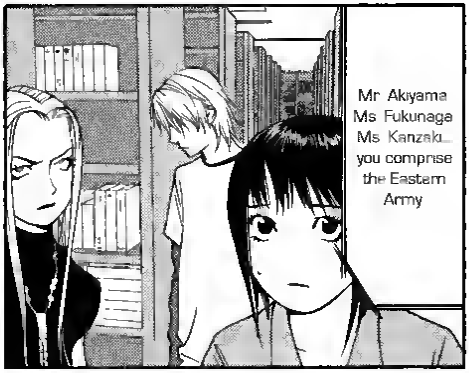
comes to a total of 150 million yen!
Thus, the amount of money each player will possess from the start of the game...
!!
!!
But I should mention
And as you might presume when I said "lend", we will be recollecting the money at the conclusion of this round
!?
Fufufu... Do you see what this implies?
is a total of only 100 million per person.
the sum of money that we will recollect...


this game is your shot at a 50 million bonus!!
Our game this time lends 150 million yen to each player, while only collecting 100 million. Which means...

Damn straight!
YEE-HAW !!!
OOH!!

Right..
An offer this good obviously comes with a catch
Don't get excited.

To give you a rough idea of our game..
Now then! Our Revival Round will take place with the 6 of you players gathered here



You will compete in 3 separate games, each pitting the vanguards centerfields and generals against one another

Game 1

Eastern Vanguard ——— Western Vanguard

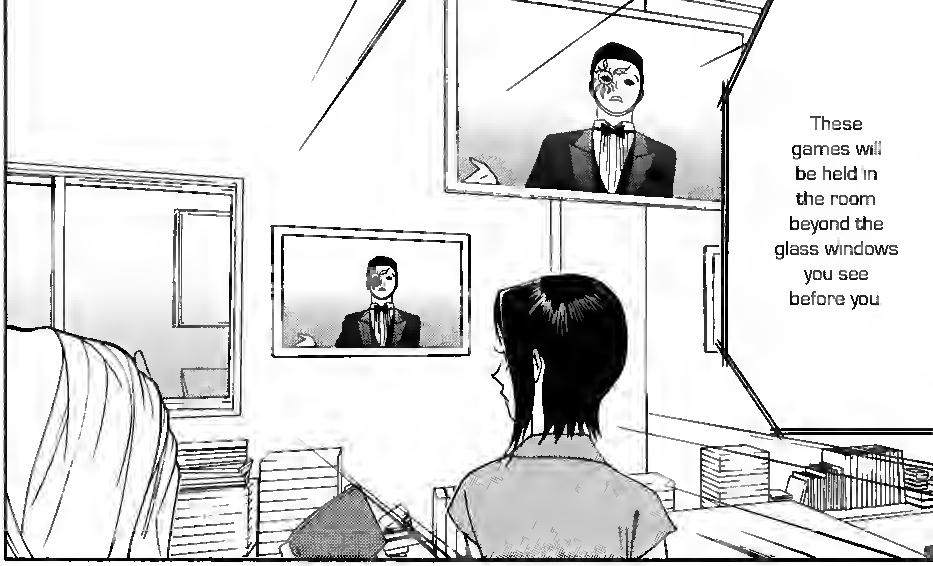
Game 2

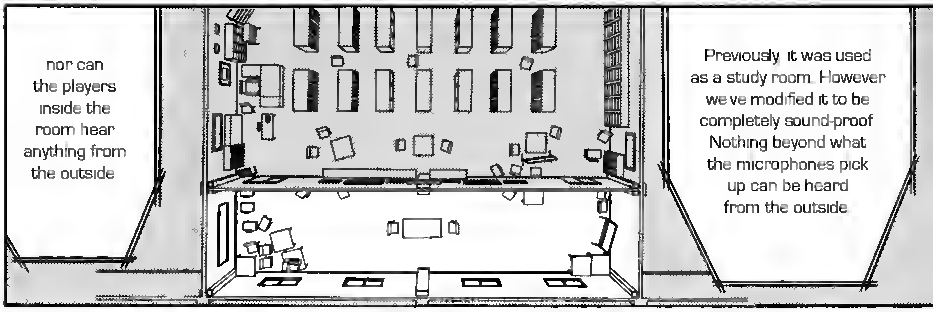
Eastern Centerfield ——— Western Centerfield

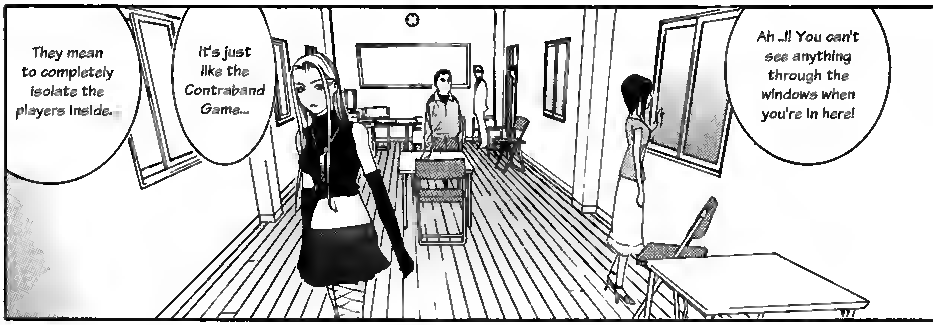
Game 3

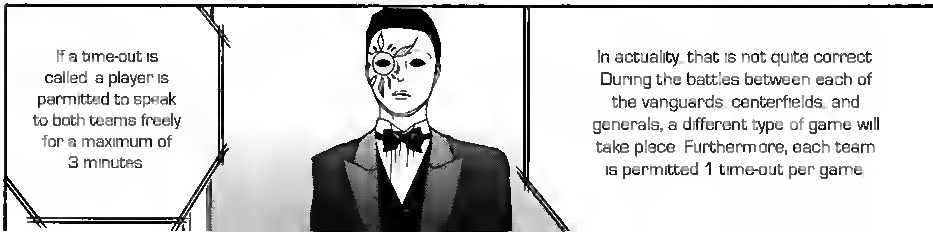
Eastern General ——— Western General

Subsequently, each team will decide on a vanguard (to go 1st), a centerfield (to go 2nd), and a general (to go 3rd)

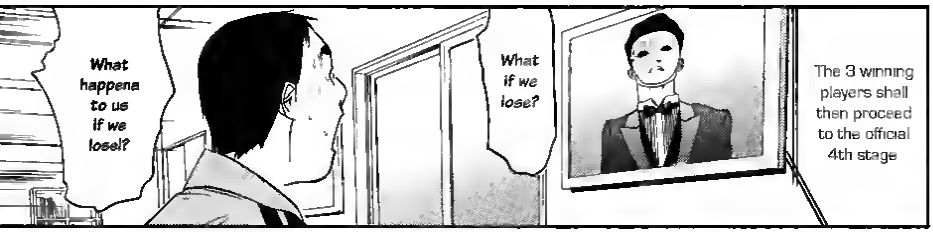

These games will be held in the room beyond the glass windows you see before you

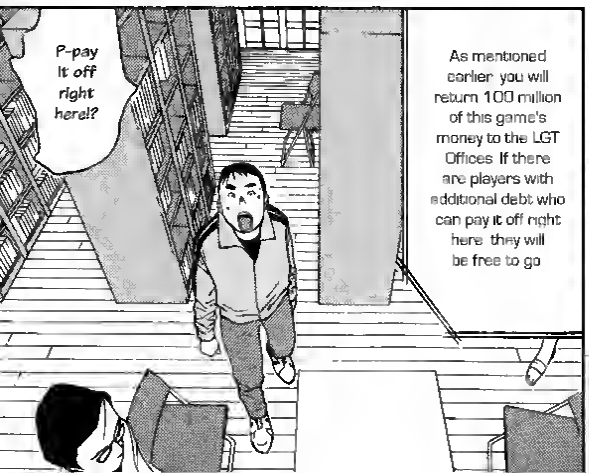

nor can the players inside the room hear anything from the outside
Previously it was used as a study room. However we've modified it to be completely sound-proof. Nothing beyond what the microphones pick up can be heard from the outside

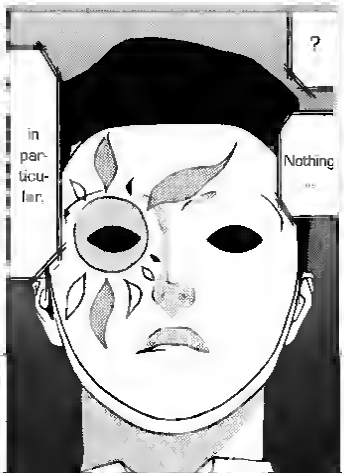

They mean to completely isolate the players inside...
It's just like the Contraband Game...
Ah..!! You can't see anything through the windows when you're in here!


If a time-out is called, a player is permitted to speak to both teams freely for a maximum of 3 minutes
In actuality, that is not quite correct. During the battles between each of the vanguards, centerfields, and generals, a different type of game will take place. Furthermore, each team is permitted 1 time-out per game.

In the event that a team wins both the vanguard and centerfield battles in a row, this Revival Round will end without staging the generals' battle at all.
The team to claim victory in 2 of the 3 games is declared the winner.


What happens to us if we lose!?
What if we lose?
The 3 winning players shall then proceed to the official 4th stage


P-pay it off right here!?
As mentioned earlier, you will return 100 million of this game's money to the LGT Offices. If there are players with additional debt who can pay it off right here, they will be free to go.


?
Nothing in particular.

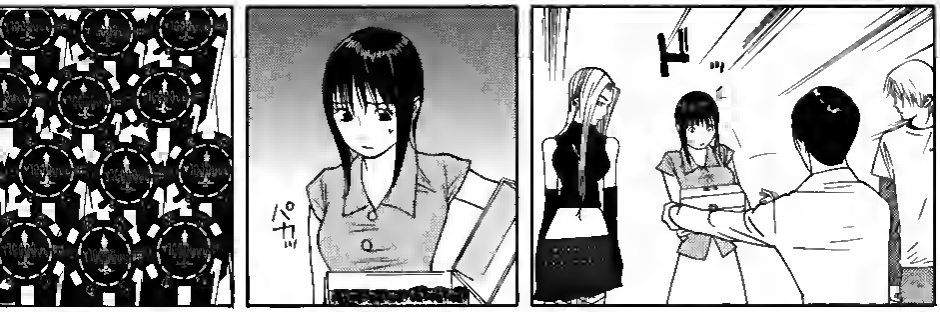
My debt's already blown up to 200 million!! if i lose here, there's no way in the world i can pay—!!
If we can't pay it off, then what!? What can we do!?

If we lose, how the heck are we supposed to get that kind of money!?
The same goes for them!! Ms. Kosaka's got 100 million, and Mr Kikuchi's got 110 million in debts!!

Please relax
In such a scenario,
we will find a way to collect your money one way or another.

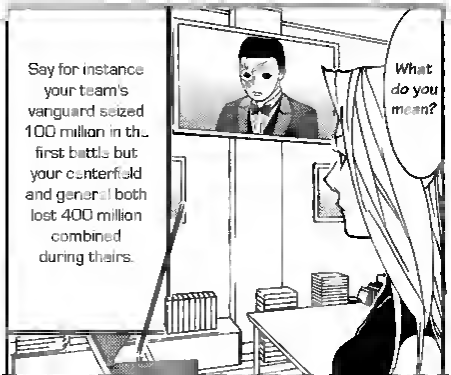
.. kinds of ways are that...!?
... And what ...
...
are sure to lose this one as well
Players who keep reflecting on their loss from the previous game ..
Allow me to give you a word of advice
...
Heed this counsel and focus on nothing but winning tha game set before you today
Look how scared that man is in the face of a 200 million debt ..
But I have a debt of 400 million, way worse than his.
If I lose here, then I... I...

I'll keep you safe.
Just trust in me.
We'll win this.
Didn't I promise !?
... Okay
...
west area
east area
To clarify the Eastern players are confined to the East Area and the Western players to the West Area
Ahem— Once the game begins the line which runs in the middle of this room will serve as a boundary over which you are not allowed to cross into enemy territory



Rather, since the team has lost 300 million in total, or 100 million per player, that comes out to a 150 million - 100 million = 50 million share

In that case, the money which the vanguard receives is not 150 million + 100 million = 250 million.

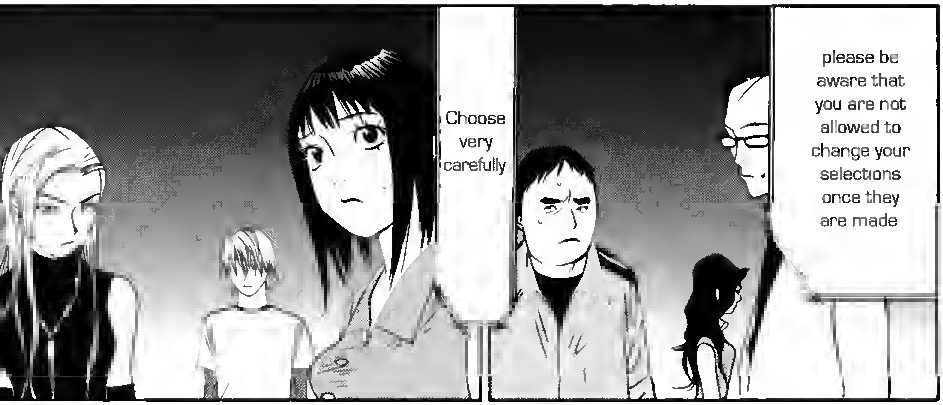

Say for instance your team's vanguard seized 100 million in the first battle but your centerfield and general both lost 400 million combined during theirs.
What do you mean?

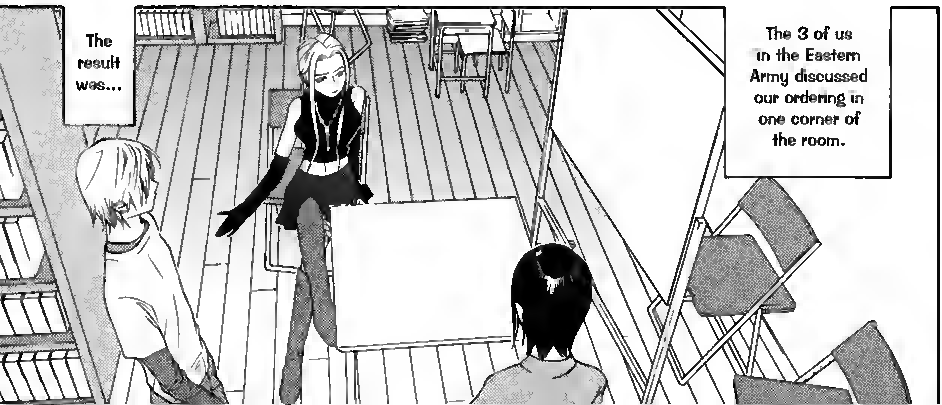
In the example I just gave the centerfield and the general receive the same 50 million.
Yes
So even though the vanguard did a great job, he gets the same share as the other screw-ups on his team!?

...
No single player shall profit more than the other members of his or her team
Your earnings from this round will be evenly split among teammates

EEH!?
please quickly decide for us who you wish to be vanguard, centerfield and general for each of your teams
And there you have it Since that covers the general basics
B-But you still haven't actually told us what the game is!!

Right now, you need to decide... And...
That's correct

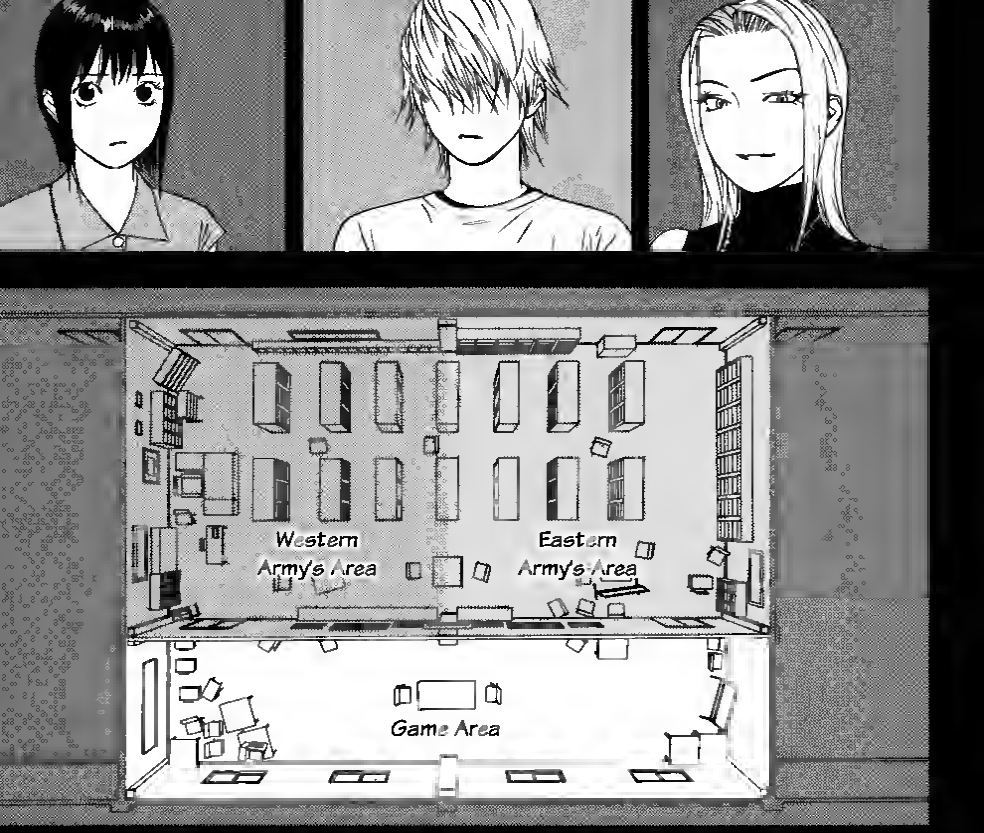

Choose very carefully
please be aware that you are not allowed to change your selections once they are made


The result was...
The 3 of us in the Eastern Army discussed our ordering in one corner of the room.

and me... as general.
Mr. Akiyama as centerfield.
Mr Fukunaga as vanguard.
I'm just...
in the way after all.
The plan was clearly for the other 2 to win their round so that I, the weakest player, would not go at all.
as centerfield, Kikuchi Shou,
As vanguard, Nishida Yuuichi,
For the Western Army:
Koseka Tadako was selected.
and as general.

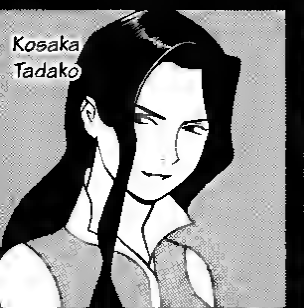
...
Even Nao could handle Nishida...
My opponent's that half-baked meatball?
the vanguards' opening battle!
Without further ado, let us commence ...
is none other than...!
And the game that they shall play

24-Shot
Russian
Roulette!!
... 2-24
Shot...
Russian
Roulette
...!?



Chapter 61
Simulation

LIAR GAME
ライアーゲーム



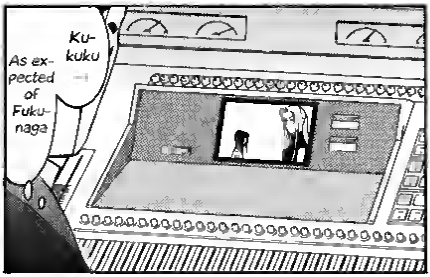
Our very first game...
is 24-Shot Russian Roulette!!
Roulette ...!?
Rus-sian
...!?
Exactly right
When you say Russian Roulette... you mean...
that game where you load a pistol with a single bullet, and take turns putting the muzzle to your head and shoot...?!
Just as the name implies this game will be Russian Roulette but with a 24-shot revolver
The gun you will use
is right her...

When this gun is loaded, and the trigger pulled
This is not a dangerous game that puts your life at risk
That being said, please relax
<sfx: BANG>
However, that bang during the game will rapresent a player's "death"
So, there is no need to worry.
Naturally, you won't feel a thing.
It makes a loud bang and recoils a bit, but no bullet is fired.

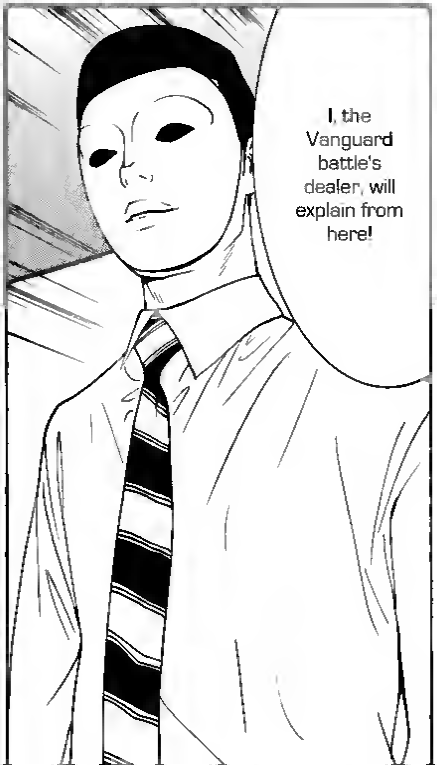
As a penalty for "dying,"
you must pay the opposing team 50 million.
Let's start over and explain the particular rules of this game
Since it is a lot simpler to explain by actually trying it, we're going to hold a simulation right now
Would both armies' Vanguards please step forward?
Say,
Since we're doing this just to explain the rules, could I sit this one out?
Huh !?
Fu- fufu... That's perfectly fine.

EH!?
ME!?
You go instead.
Nao!

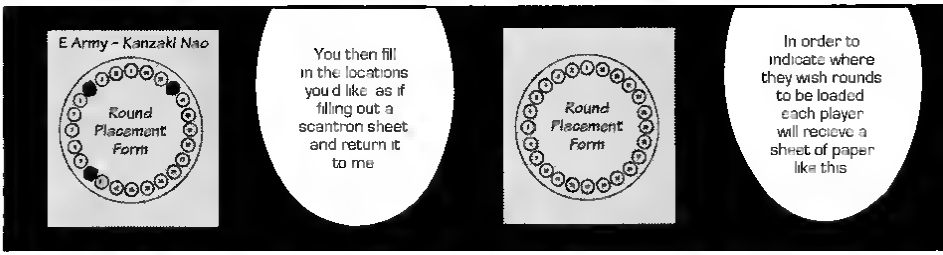
He's as shrewd as they say
He doesn't want to risk revealing his skills for even a simple mock game


As expected of Fukunaga
Ku-kuku

The game takes place at the table in the center of this study room
At the time of the game, only 3 people both vanguards and myself, the dealer, will be allowed inside


I, the Vanguard battle's dealer, will explain from here!

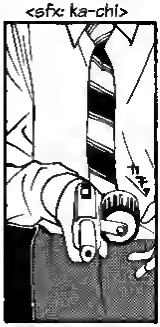
Thus, we'll start the game only after 6 of the 24 chambers are loaded.
Once the game starts, each player has an opportunity to load the 24-shot revolver with 3 rounds, wherever they like
So you can die 6 times..?
Not just one!?
6 ROUNDS !?

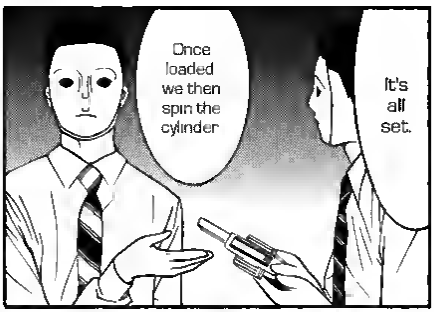

E Army - Kanzaki Nao
Round Placement Form
You then fill in the locations you'd like as if filling out a scantron sheet and return it to me
Round Placement Form
In order to indicate where they wish rounds to be loaded each player will recieve a sheet of paper like this

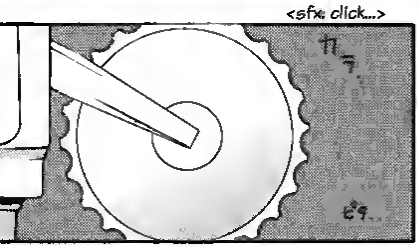
If you've finished, please give your form to me.
Here!
W-Why ...?
Just do it.
12, 20, 23.
!?
Hmm... Where should I pick...
If you would, please fill it out at this time. Try not to let your enemy see.

The gun is loaded in a seperate room by a different employee so that no one else can see
I see no problems with these entries so we will proceed to loading
If one or more chambers happen to coincide between both players, we will have you fill out the forms again.

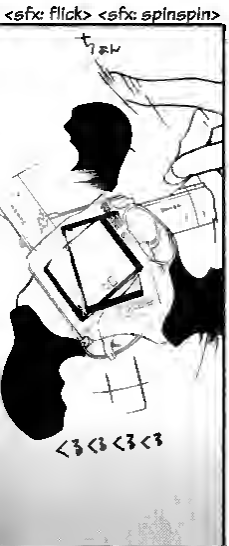
<sfx: clicliclicliclick>

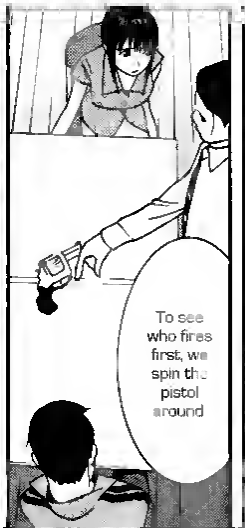

<sfx: ka-chi>


Once loaded we then spin the cylinder
It's all set.

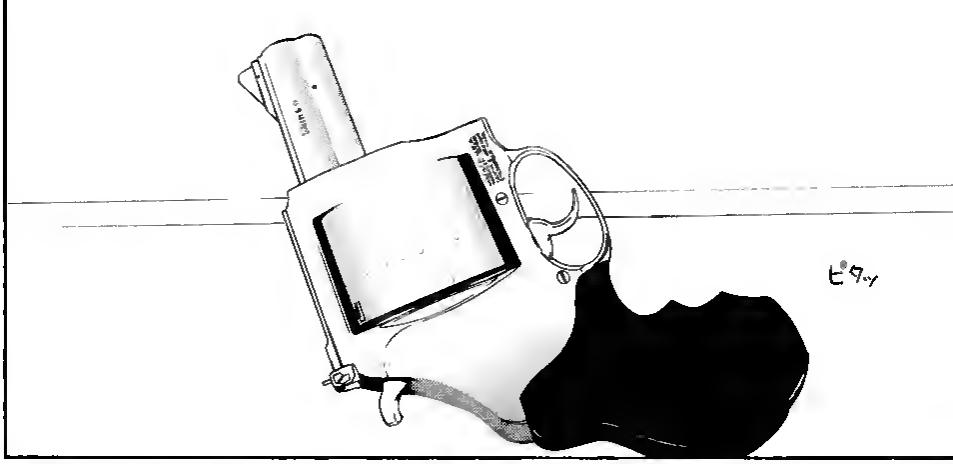

<sfx: click...>

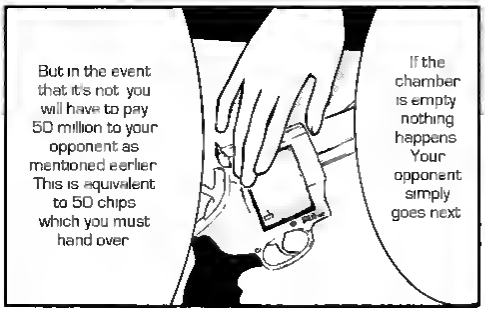
<sfx: clicliclicliclick>


<sfx: flick> <sfx: spinspin>

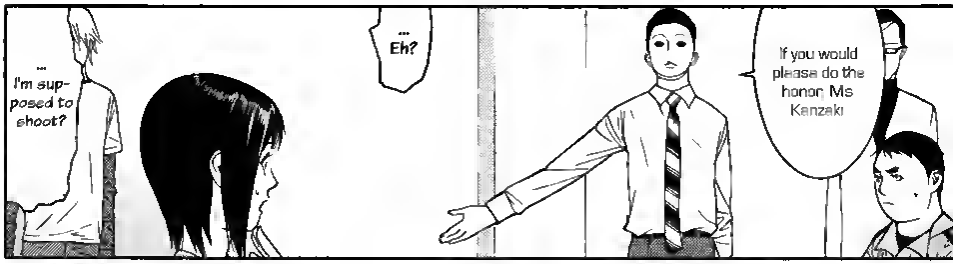

To see who fires first, we spin the pistol around

<sfx. ka-chang>
After that, the game can finally be played.
I don't need to interfere with the spinning. Once it comes to a stop on its own, I set it in place.


ピタッ


But in the event that it's not you will have to pay 50 million to your opponent as mentioned earlier This is equivalent to 50 chips which you must hand over
If the chamber is empty nothing happens Your opponent simply goes next

The muzzle pointed to the Eastern Army's side so Ms Kanzaki it's your turn

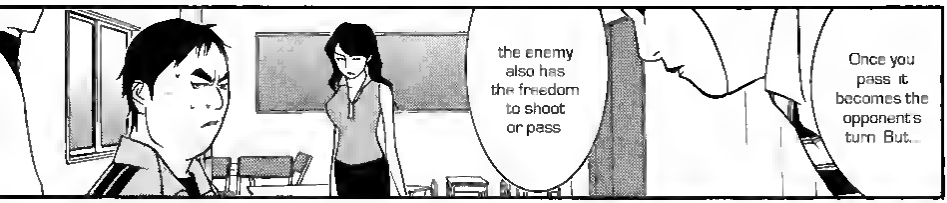

... I'm supposed to shoot?
... Eh?
If you would please do the honor Ms Kanzaki

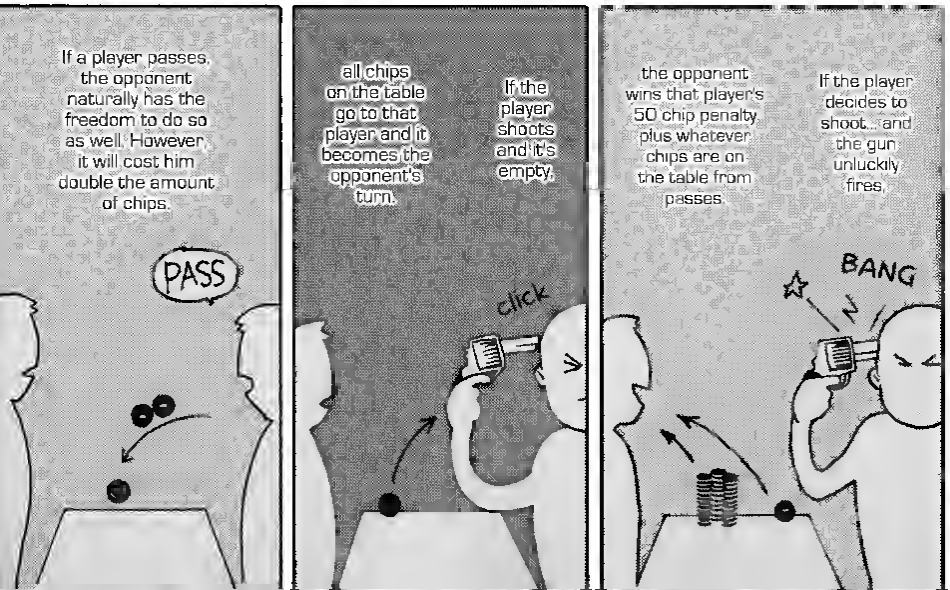
is that you have the option to refuse to shoot by passing
The biggest difference between this game and traditional Russian Roulette

EH!?
If you absolutely wish not to shoot you may pass

A player who passes must place one chip on the table.
However, passing is not free.

Stop wimping out!! This is just practice, you idiot!!
HEY!! NAO!!
If all it costs is one chip, I pass!


the enemy also has the freedom to shoot or pass
Once you pass it becomes the opponent's turn. But...

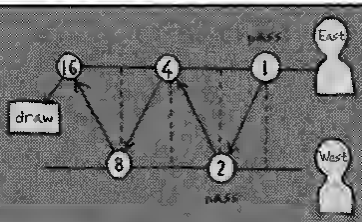

If a player passes, the opponent naturally has the freedom to do so as well. However, it will cost him double the amount of chips.
PASS
all chips on the table go to that player and it becomes the opponent's turn.
If the player shoots and it's empty.
click
the opponent wins that player's 50 chip penalty plus whatever chips are on the table from passes.
If the player decides to shoot... and the gun unluckily fires.
BANG

So you're saying that if I pass once, and then it comes back to me and I pass again, I'd have to pay 4 chips this time?

!?

Correct.

If pass is called 5 times in a row, it becomes a draw. All chips on the table are passed on to the dealer, and the dealer pulls the trigger in place of the players.



Your opponent's next pass would cost 8 chips, and your next pass after that would cost 16.

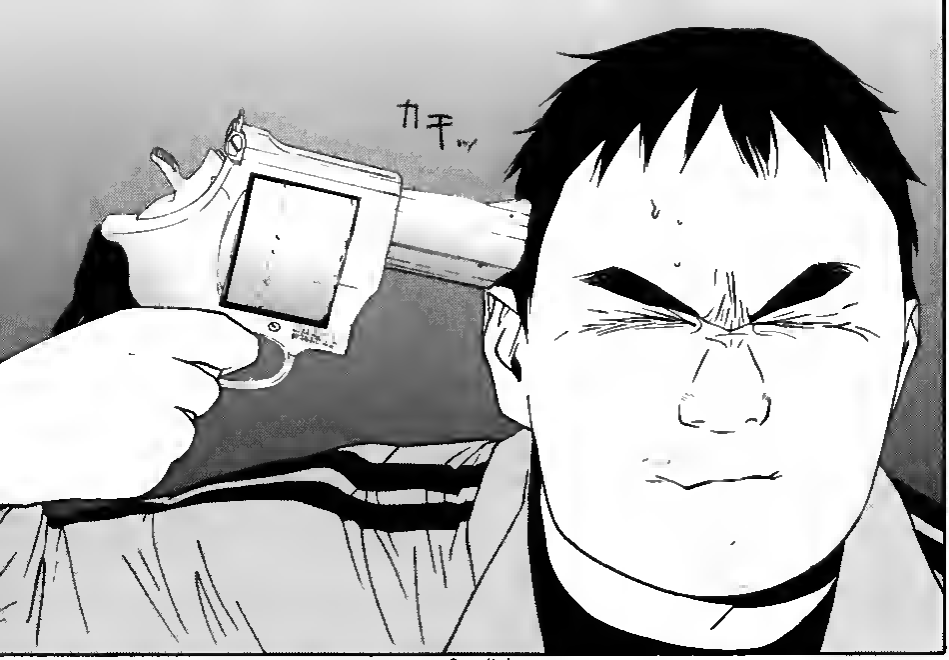
I'll shoot.

...

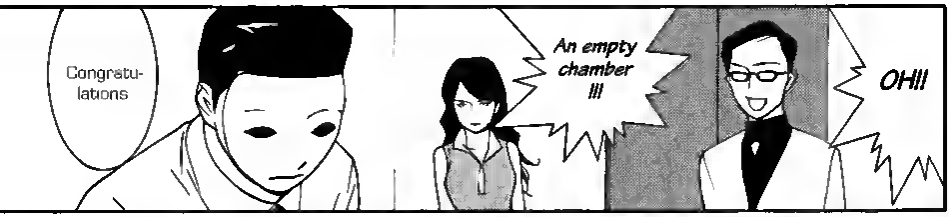
Mr. Nishida, it's your move. What will you do?

Please go ahead

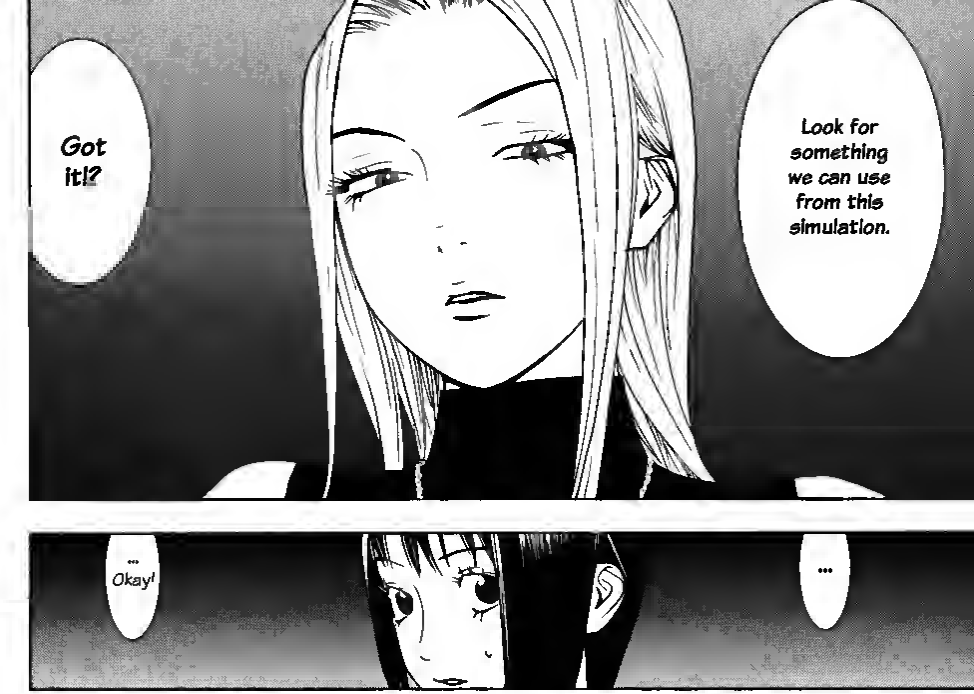
In order to prevent cheating, we ask that you place the muzzle of the gun to your temple so that the trigger is clearly visible to your opponent whenever you decide to shoot.


カチッ

<sfx: click>


Congratu-lations
An empty chamber !!!
OH!!

Nao!
Don't get relaxed just because this game is practice!!
Next is Ms. Kanzaki.
... O-Okay.
... Phew ...
Had this been a real game, you would have won one chip... Or 1 million yen.


Got it!?
Look for something we can use from this simulation.
... Okay!
...

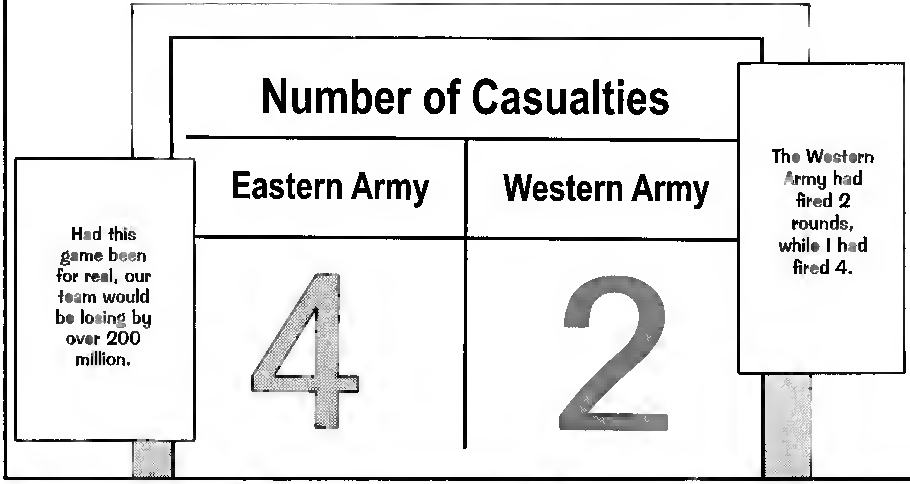
... Erm... I loaded rounds in chambers 18, 20, and 23...
Some kind of hint to win!

I have to find some-thing...
He's right. I can't let myself think this is only a game!

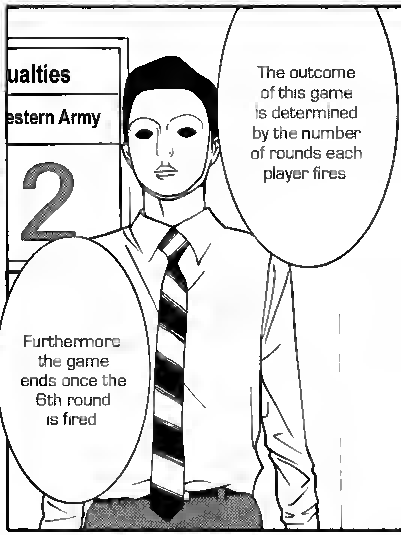
The dealer spun the cylinder. And since it's round, I can't tell where chamber 1, let alone 20, is!!
Ah...! This is hopeless !!!
Maybe if I look really close, I'll find something that tells me where the rounds are!
There's no way to tell!!!
I can't!
Is something the matter? Will you shoot, Mr. Kenzuki?
I-I'll ...
shoot.
The odds of firing are 6/23,
so statistically, I have better odds of it being empty... right?

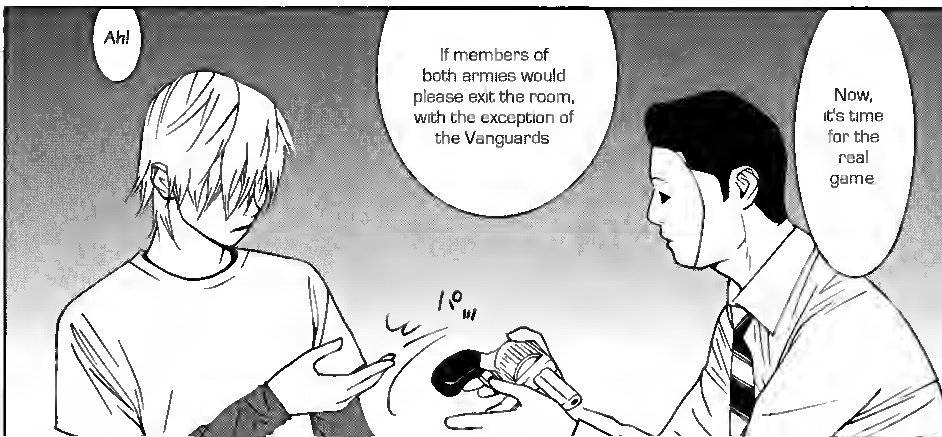
<sfx: BANG>
Ms. Kanzaki has shot herself in the head
Ah, a pity.
EEEK !!!
I fired a round !!!
...
a loss of 50 million!
If this was a real game, you'd forfeit 50 chips
I lost 50 million!!
In this short a time,

I have to do something
I have to find a way to win!!
that's a very hopeless turn of events!
For this game,
That's a loss of 300 million creating a difference of 600 million between you and the enemy team!!
If played carelessly it's possible to shoot yourself with all 6 shots
But I...
was unable to spot ...
even a single clue as to how to win this game.
When it was all over...


Number of Casualties
Eastern Army
Western Army
4
2
Had this game been for real, our team would be losing by over 200 million.
The Western Army had fired 2 rounds, while I had fired 4.

That means even in the event of a score of 4 to 0 where the victor is clearly decided the match must continue until the remaining rounds are fired


ualties
estern Army
2
The outcome of this game is determined by the number of rounds each player fires
Furthermore the game ends once the 6th round is fired


Ah!
If members of both armies would please exit the room, with the exception of the Vanguards
Now, it's time for the real game

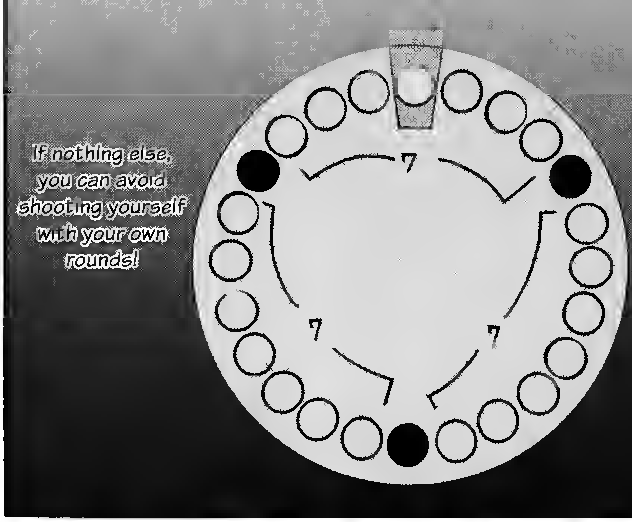
I'm sorry, Ms. Fukunaga ...
I wasn't able to discover anything.
That's all right ...
I wasn't expecting anything from you, anyway.
I couldn't do anything to help Mr. Fukunaga.
Sigh... I hate myself ...
That's not true.

This simulation game...
wasn't a waste at all.
!?
It may look like it's up to luck, but don't forget this is the LIAR GAME.
A game about cheating!!
Relax.
We got more than enough clues thanks to your help.
This game ...
can definitely be won!

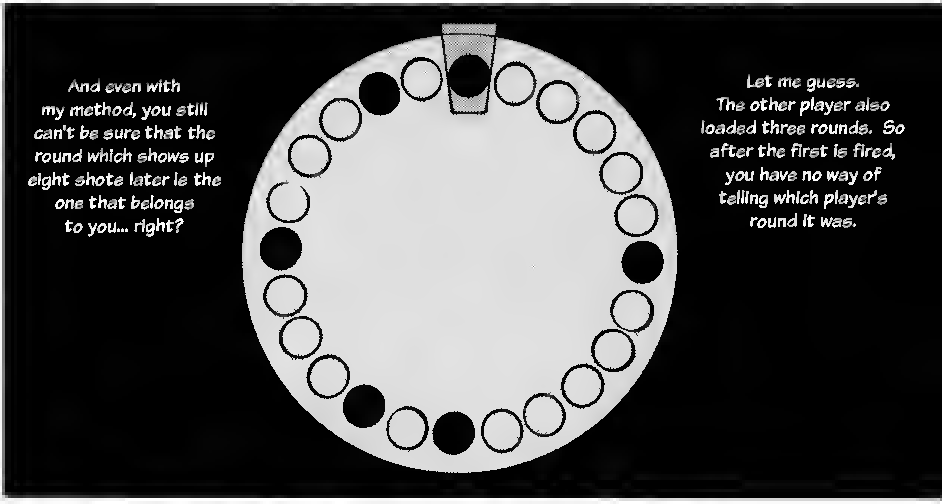
Chapter 62
Reload

... This game can be won!?
Nod
... you have a plan?
... You're saying
Well,
First, explain to me why you think this game is all up to luck.
Once the gun is loaded, the dealer spins the cylinder, so there's no way to tell where your blanks are anymore.
both players load three blanks each in the revolver, right...? That's six blanks all together.

But you get to place three of those rounds.
Getting to the first round is pretty much random, I'll give you that.
Ku kuku ...
So the rest is all up to luck, right?
So you should be able to tell where the second and third rounds are at least.
Say you put rounds in chambers 1, 5, and 17. Once one of them is fired, you have no way of knowing if that was the the round in chambers 1, 5 or 17, so you're just guessing for the rest of the game!
... But the cylinder of the revolver was spun!
No, not really.
!!
The anawer is that there would be a 7-shot interval between each round...
Let's say you loaded rounda in chambera 1, 9, and 17. Then what?


If nothing else, you can avoid shooting yourself with your own rounds!
Regardless of whether the first round to be fired is from chamber 1, 9 or 17, you already know that eight shots later, you'll arrive at another round.

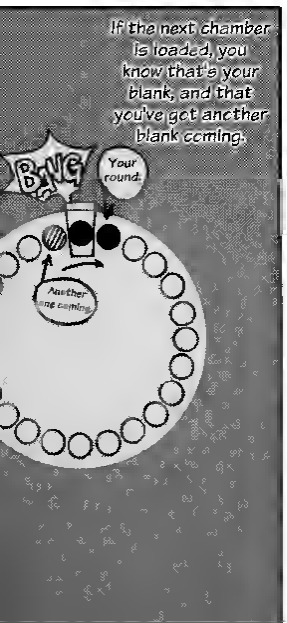
But that's still not enough...
...Ah..

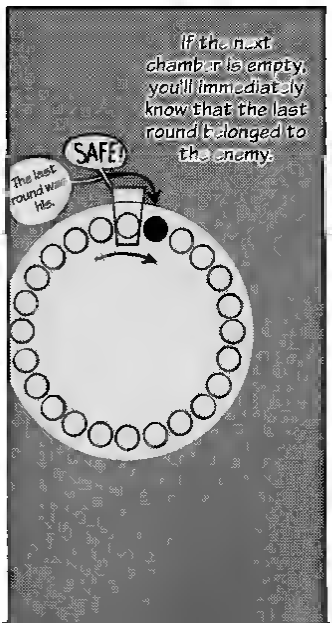

And even with my method, you still can't be sure that the round which shows up eight shots later is the one that belongs to you... right?
Let me guess. The other player also loaded three rounds. So after the first is fired, you have no way of telling which player's round it was.

Eh?
Well, there's a trick that'll let you figure that out right away.

Chambers 11, 12 and 13... You load the rounds in succession like that.

I see!
Ah!
...


If the next chamber is loaded, you know that's your blank, and that you've got another blank coming.
BANG!
Your round.
Another one coming.

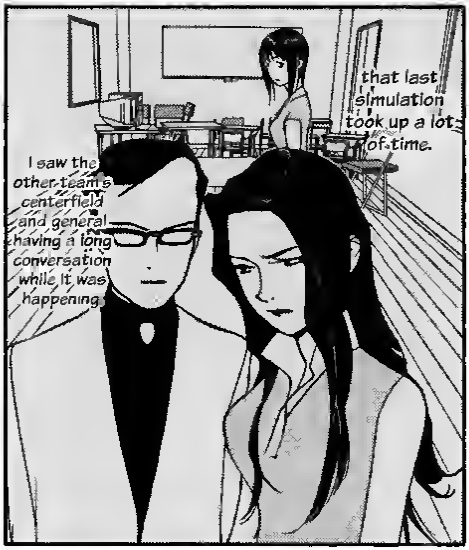

If the next chamber is empty, you'll immediately know that the last round belonged to the enemy.
SAFE!
The last round was his.

In that case, all you need to do is to pass after the first round is shot.
BANG!

That's got to be the perfect strategy!!
Wow !!!
That alone gives you a definite advantage
Yeah... Well, at least this method prevents you from shooting yourself with your second and third shots.
?
-- But,
Ah ...
...
our opponents think of this, too?
what if...

There's no doubt your method is the best, Mr. Akiyama.
...
But...
?

That's not all. I'm positive those two were talking about where to place the rounds right after the game ended.

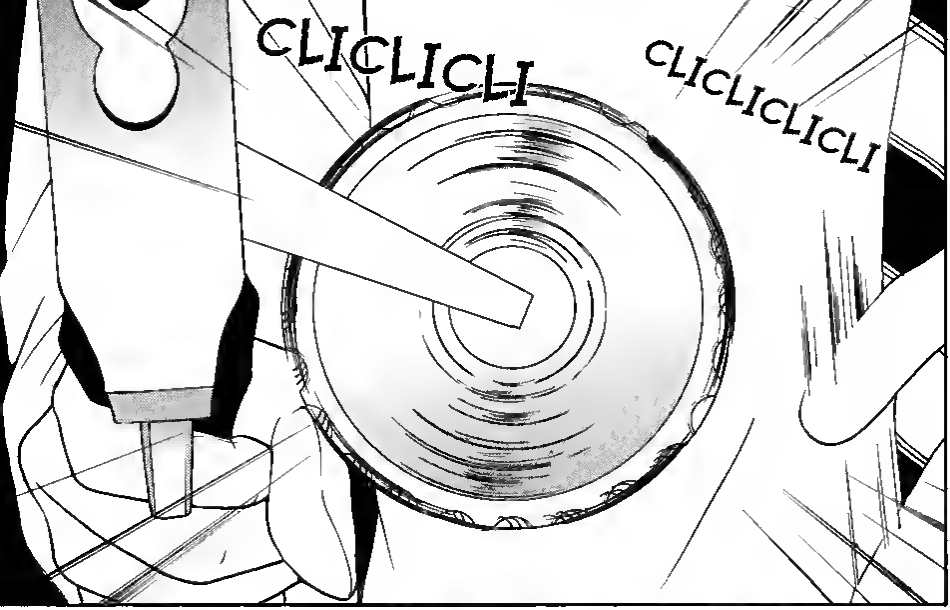

that last simulation took up a lot of time.
I saw the other team's centerfield and general having a long conversation while it was happening.

What if... they realized this method...
and tried to use it themselves ...?

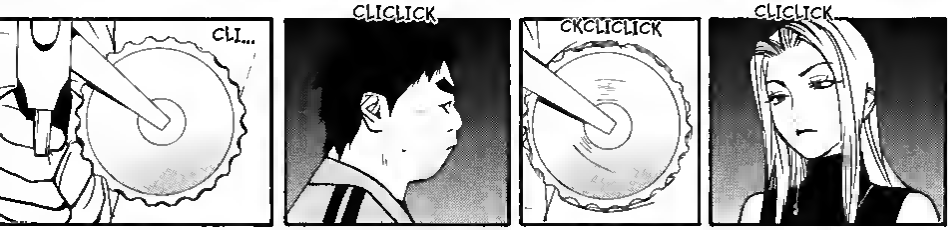
It's fine.
Let them!
Eh!?
So like you say, there's a good chance they might pull the same trick.
I was watching them too. I agree that they were definitely talking about the gun.
!?
because -
that way makes it even easier for us to win,
But even if they do, it's not a problem
Or should I say,

one more flaw we can exploit!
this game actually has...
24-Shot Russian Roulette – is about to begin!!
Ladies and gentlemen, our first game...
If each team's vanguards would please get into position !

Before we begin would each of you please indicate on your forms where you'd like the rounds to be placed?
None of your selections coincide
Very well we will load the gun as instructed
It's all set.
Okay
I will now spin the cylinder
カラ・・・


CLICLICLI
CLICLICLICLI

CKCLICLI
CLICLICLI
CLICLI
CLICLILIC
CLICLILIC
CLICLI

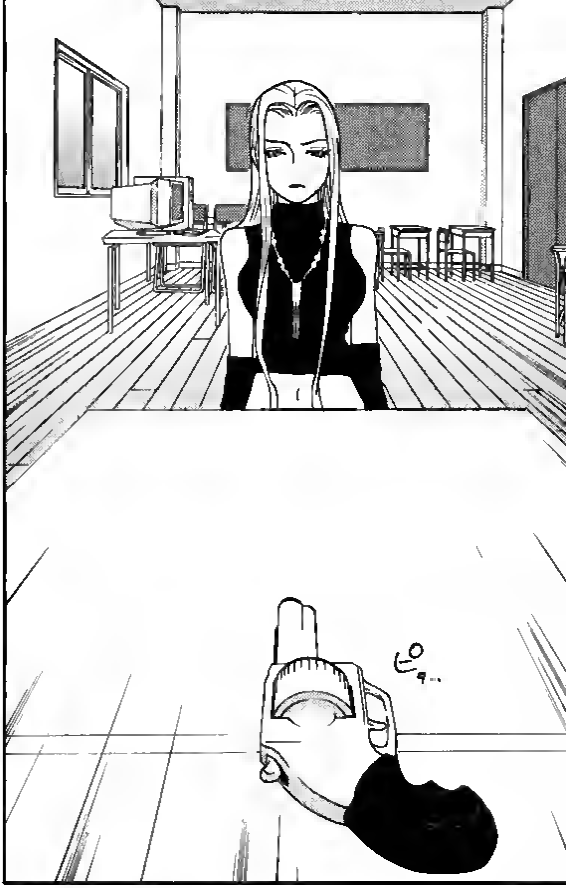

CLI...
CLICLICK
CKCLICLICK
CLICLICK

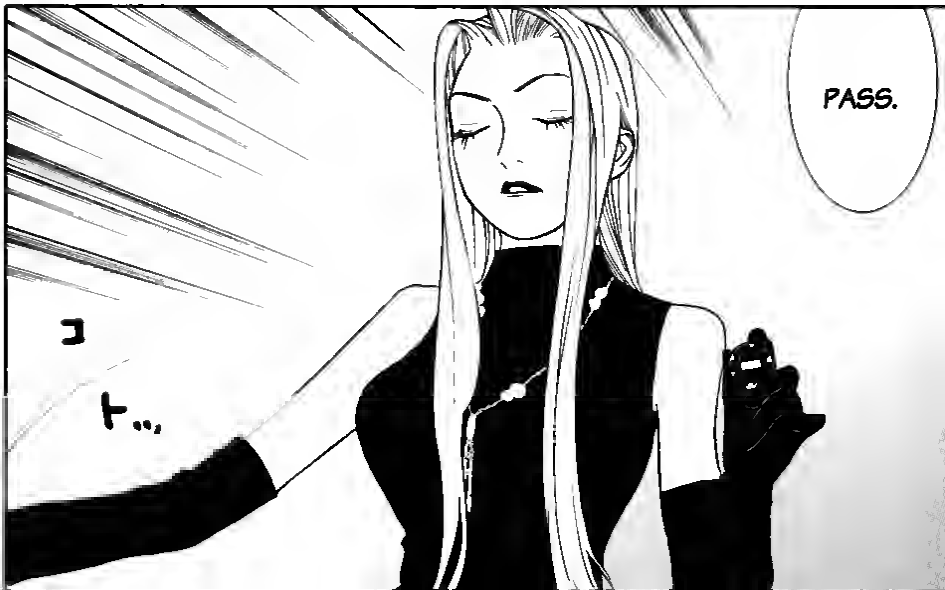
Flick
Spin
Spin
Spin
Now to determin... who shoots first...
Spinning completed.
Ka-Chung

Alright. would the Eastern Army's vanguard Ms Fukunaga...
please shoot first?

'Kay.

Ah...




PASS.

Mr. Nishida of the Western Army, it's your turn.
!!
じー
Very well back to the Eastern Army
Ms Fukunaga if you will?
...
P-Pass...

PASS.
!?
W-What's with her!?
She passed without the slightest hesitation!!
It couldn't be
Did she figure it out!?
She's acting like she knows a round is coming, after just glancing at the gun once!!
... is unsettling
her confident attitude ...
...Still,
What does she know? She didn't even try out the game!!
No ... that can't be. I carefully examined this pistol during the mock game. There's nothing given away by its outside appearance

I pass again.
Alright then, just in case...
Nah.
I'll shoot!
... I'll Pa--
Now it's your turn Ms Fukunaga
If you decide to pass again I will be collecting the chips What will you do?
EEH II?
EH!?

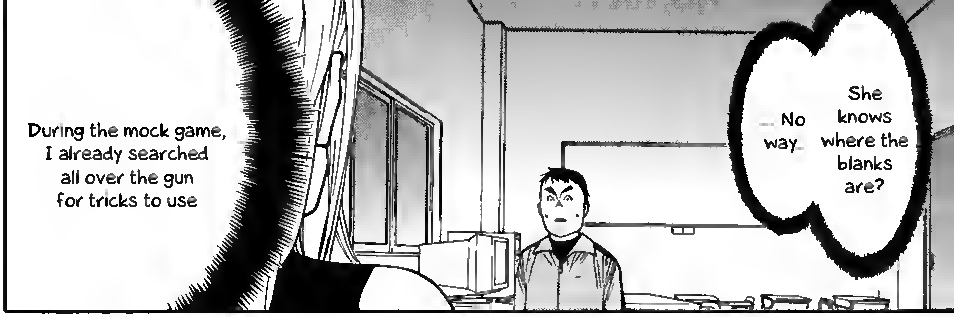
CLICK
The first chamber is empty!!
AAAAAAAAH!!
She's acquired a sizable amount of chips right off the bat—!!
Congratulations to the Eastern Army's Fukunaga!

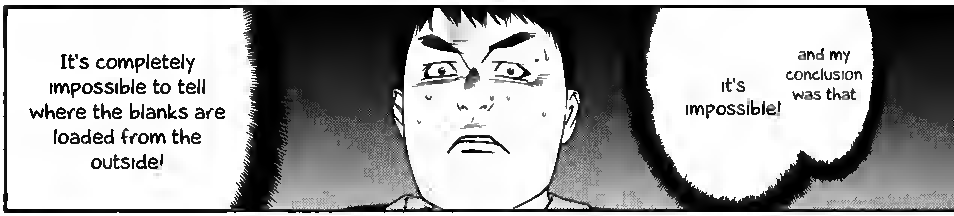
Mr. Fukunaga is really daring!!
AMAZING !!!
Ku-kuku ...
That wasn't an act of bravado.
... Didn't I say it?
"This game has one more flaw we can exploit..."
...?
Huh?
... I've already lost...
10 million ...!?
Kuku-ku...
You fell for it completely !!!
Eh!?

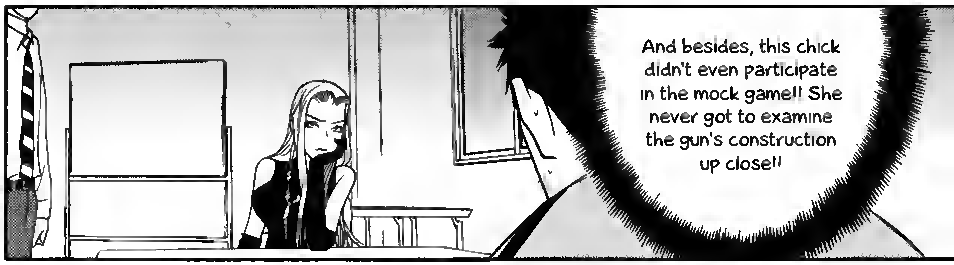
where the rounds are loaded... see?
I happen to already know...
HUUUU-UUUUH!?
!!
Kuku-kuku...
No way —!!

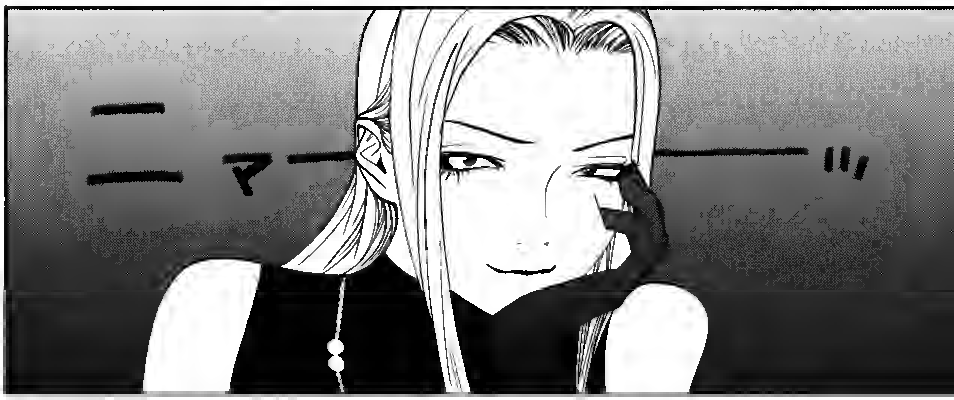
LIAR GAME
ライアーゲーム

Chapter 63
Shoot

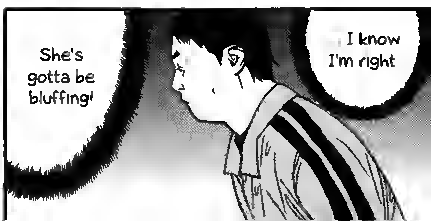

During the mock game, I already searched all over the gun for tricks to use
No way
She knows where the blanks are?


It's completely impossible to tell where the blanks are loaded from the outside!
It's impossible!
and my conclusion was that

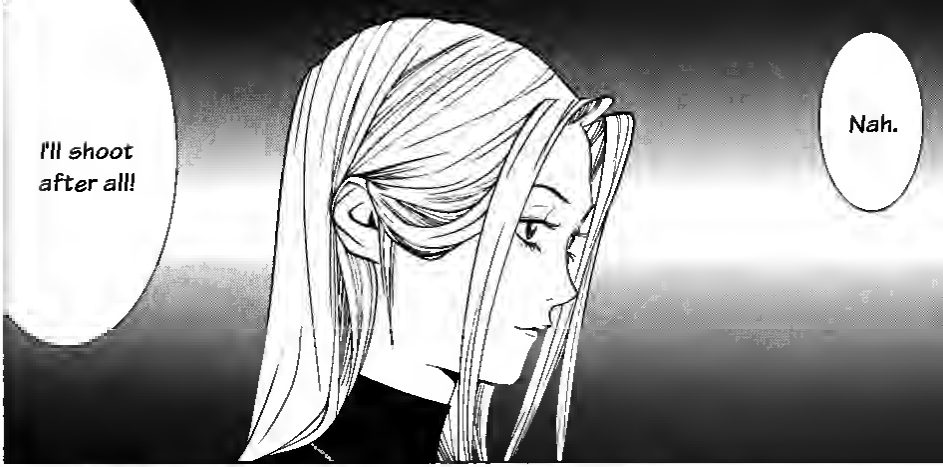

And besides, this chick didn't even participate in the mock game!! She never got to examine the gun's construction up close!!



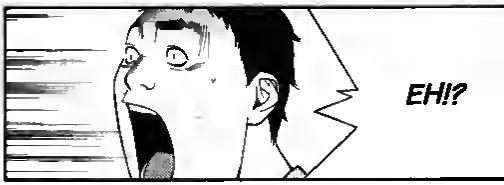
So what if I happened to fall for her stupid bluff in this retarded guessing game!?
She just got lucky on that first shot.

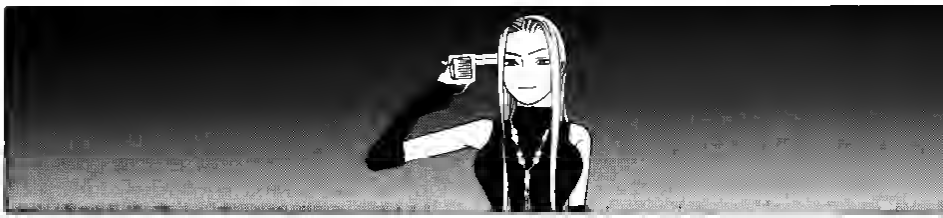

She's gotta be bluffing!
I know I'm right

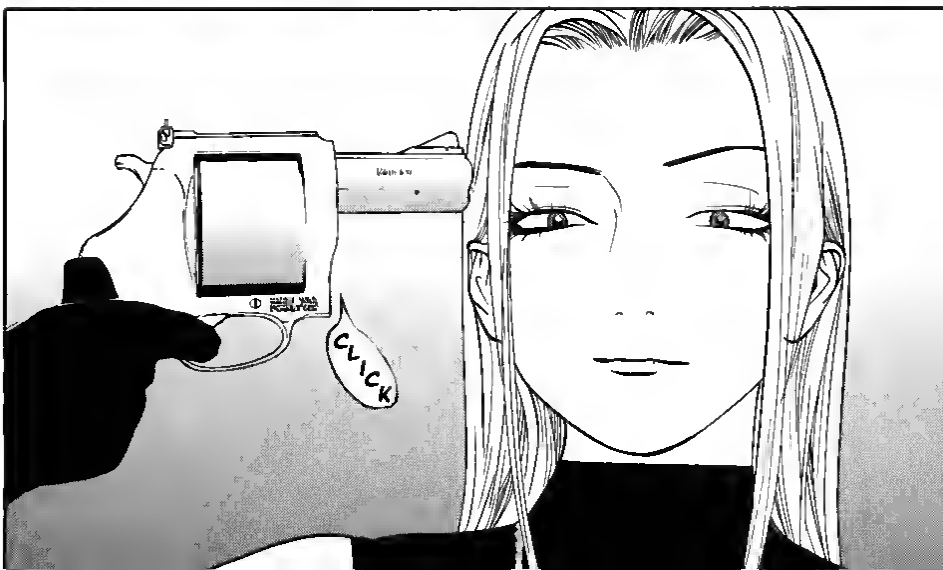
Pass.
East
West pass
Hm, I'll pass too!
East pass
West pass
Aha-!
What "Aha-!" ?!?!
!?
...
Great way to mess with hm, Fukunaga!
ku ku ku
...
Okay, me too
Pass.
East pass pass
West pass pass pass
I guess... I'll wait this out a little longer...
Does she really know where the blanks are?
N-no, it can't be...


I'll shoot after all!
Nah.

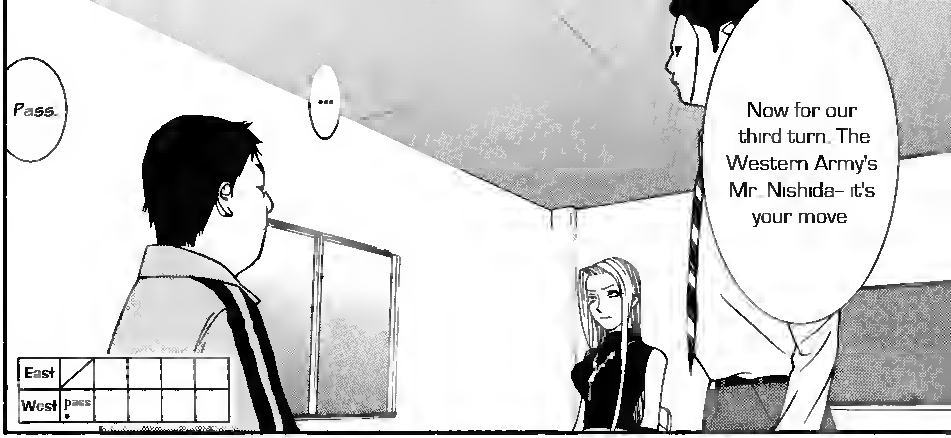
EH!?


EH!?



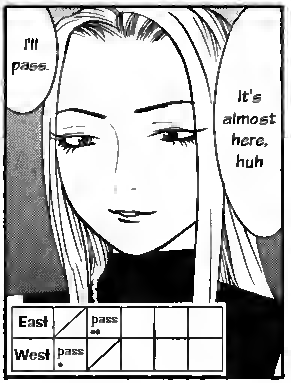

CLICK

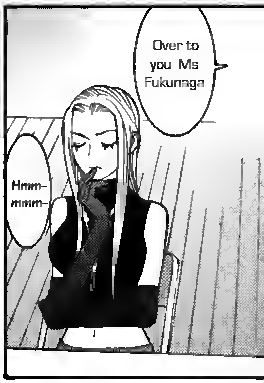
MARVELOUS—!!
The Eastern Army's Fukunaga survives the second shot!!
AAAA-AAAA-AAAA!!
I know where the rounds are!
-How-!?
I already told you
ku ku ku
putting them 30 chips in the lead—!!
The 7 chips in play go to the Eastern Army-
Chip Score
30 chips
Eastern Army in the lead
It's all thanks to this game's other "flaw" I briefly mentioned before.
He can tell where the blanks are loaded
How is this happening?
Mr. Fukunaga's amazing!
fufufu! Fukunaga's telling the truth

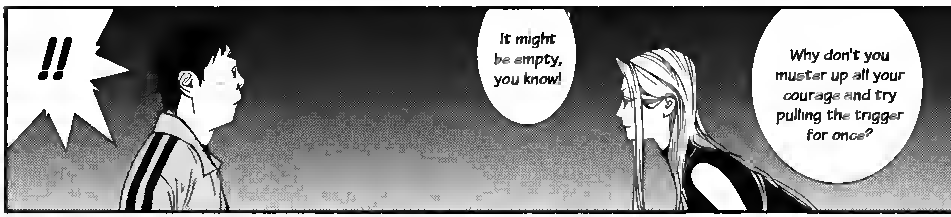

Pass.
...
Now for our third turn. The Western Army's Mr. Nishida– it's your move
East
West
pass

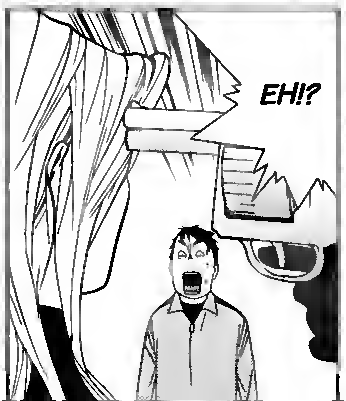
Almost...!? How close is almost!? So she doesn't know where the blanks are!?

!?
"It's almost here!?"

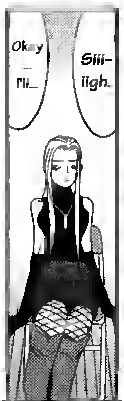

I'll pass.
It's almost here, huh
East
West
pass
pass


Over to you Ms Fukunaga
Hmm-mmm-

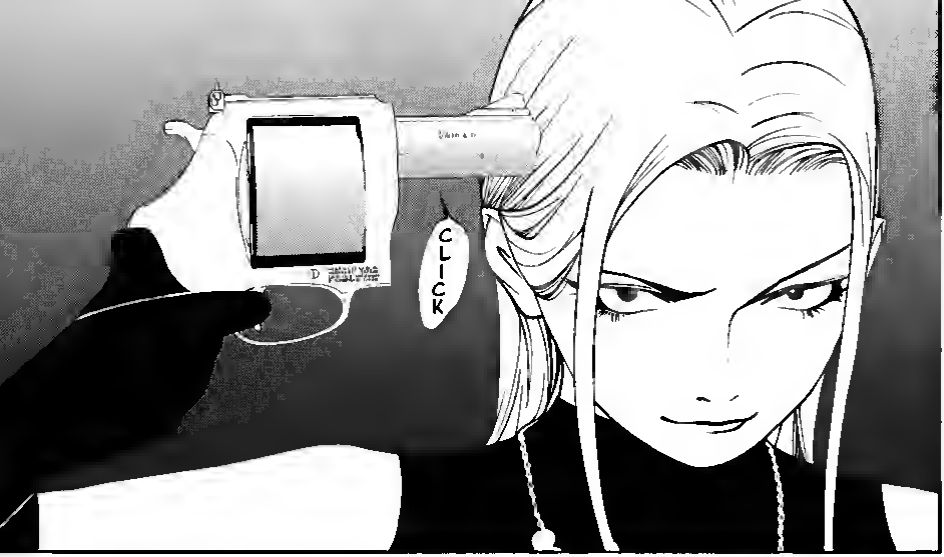

!!
It might be empty, you know!
Why don't you muster up all your courage and try pulling the trigger for once?


EH!?

SHOOT.

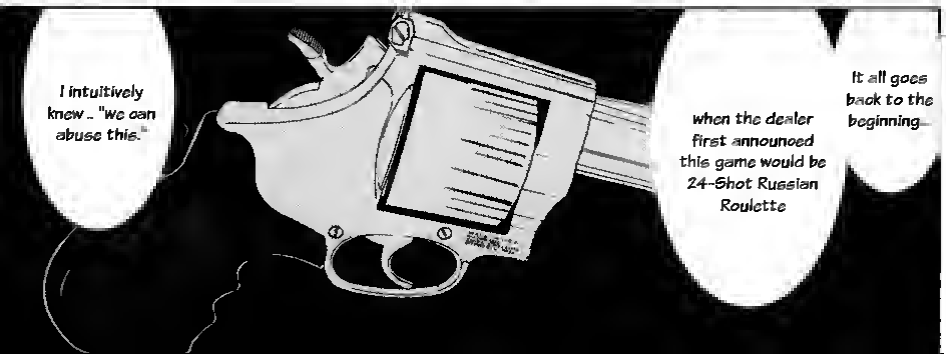

Okay... I'll...
Siii-iigh.

I pass!!
Yeah, like I'll fall for that!!
East
West
pass
pass
pass


CLICK

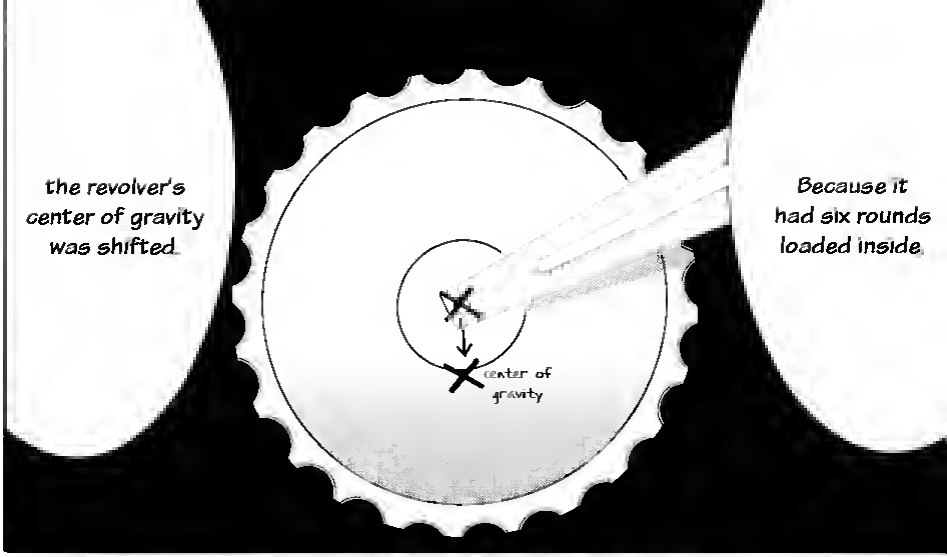
The Eastern Army's Fukunaga once again clears the table of its chips—!!
!!
AAA—H!! The chamber is EMPTY once again!!

...
So what is the other flaw to this game...?
wow...!!
...

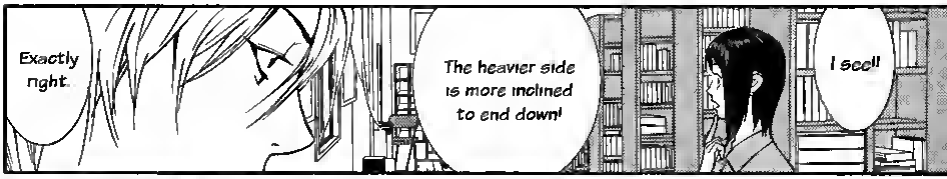

I intuitively knew.. "we can abuse this."
when the dealer first announced this game would be 24-Shot Russian Roulette
It all goes back to the beginning...

is that Russian Roulette is NOT a game of pure luck by any means.
The reason why
That's exactly it
Are you trying to say it's because the odds of shooting a blank on the 1st try and 5th try are different?
!?
Why's that!?
Direction the cylinder rotates when spun.
Direction the cylinder rotates when firing.
The gun used in this game has a cylinder that's swung out to the left and spun counter-clockwise, but fires in a clockwise manner... right?
The dealer doesn't stop the cylinder mid-rotation, because otherwise the players might blame him for tampering with the result. After it comes to a stop on its own, he sets it back in place
Once the game starts, the dealer spins the cylinder so that both players can see it
WASN'T EXPECTING HUMAN ATTACK!!
-y-yeah-?

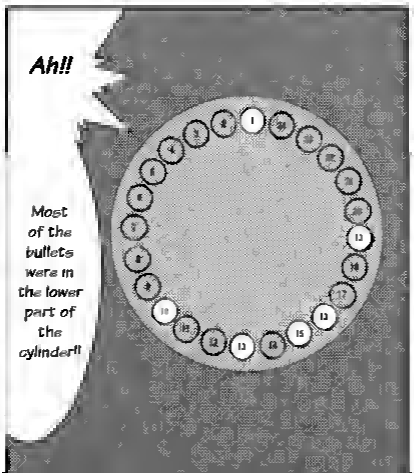
Also, the dealer spins the cylinder while holding it lengthwise so that neither player can peek and see the blanks' positions.
... but in reality...
Yeah, they made it that way to keep things fair.
This setup is effectively
making the game UNFAIR.
can you guess why?
"ClicliclICK-cliclicliCK", it sounded like something was a little off.
Cliclicliclicliclicli... it's almost reminiscent of a roulette wheel. But if you listen closer,
I'm sure you noticed it. Remember the sound when they spun the cylinder?
!!

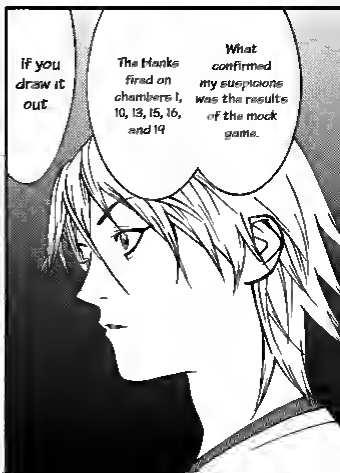

the revolver's center of gravity was shifted
center of gravity
Because it had six rounds loaded inside

but this game requires 6 rounds... and heavy ones at that, since they contain considerable gunpowder to make a loud bang
If the revolver has no blanks in it, then yes, the odds are even,
!?


Exactly right.
The heavier side is more inclined to end down!
I see!!

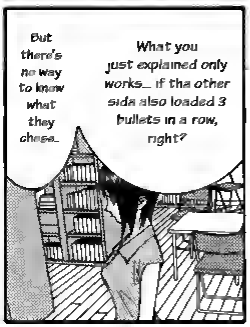
Right after the simulation ended, I secretly swiped the gun and tried spinning it myself.
With the rounds in the same configuration, of course.


Ah!!
Most of the bullets were in the lower part of the cylinder!!


If you draw it out
The blanks fired on chambers 1, 10, 13, 15, 16, and 19
What confirmed my suspicions was the results of the mock game.

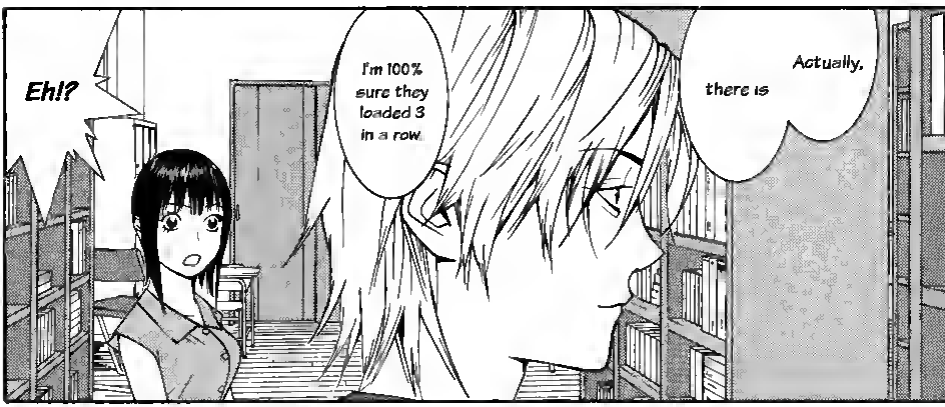
it favored one side.
That was clear evidence
And surprisingly, the cylinder stopped at just one chamber short of the original setup.
Because that arrangement made it more likely to deviate.
Yep
18, 20, 23 Just do it
That's the reason why you told me during the demonstration to pick.
I understand now!
center of gravity
spinning direction
Provided they don't end up in direct opposition to each other, the cylinder is guaranteed off-balance.
Let's say both teams decided to do that...
So back to the method I described earlier— loading 3 blanks right next to each other
... so knowing this,
center of gravity
spinning direction
Naturally, the heavier side wants to fall... added to that, the cylinder has a recoil look so that with just a modest amount of momentum the chambers will stop in a position beyond where they began.

center of gravity
You can be sure the odds of firing a blank in the starting 6 chambers are close to nil!


But there's no way to know what they chose.
What you just explained only works... if the other side also loaded 3 bullets in a row, right?

...Ah!... wait!

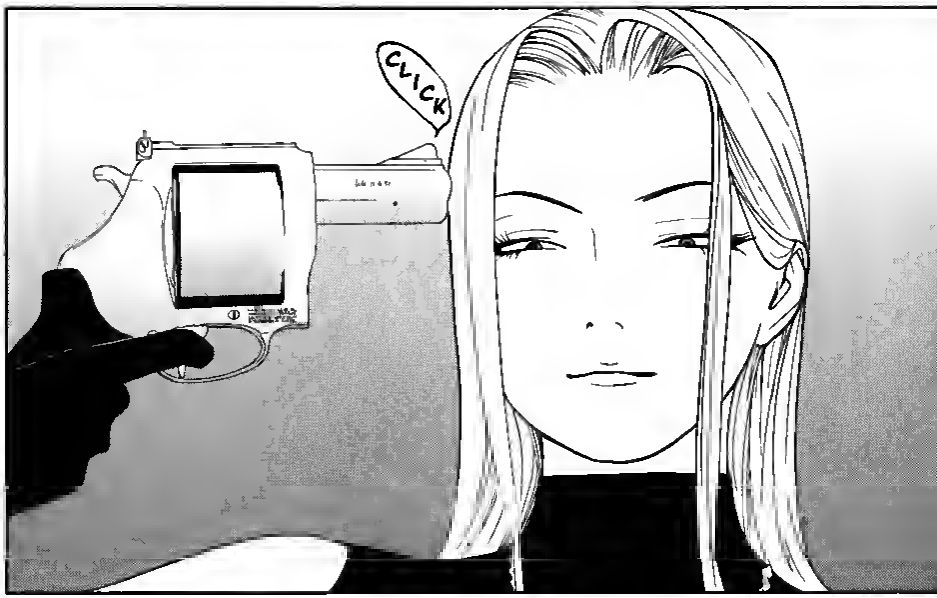
So that's why Mr. Fukunaga's able to pull the trigger so brashly!
It all makes sense!


Eh!?
I'm 100% sure they loaded 3 in a row.
Actually, there is

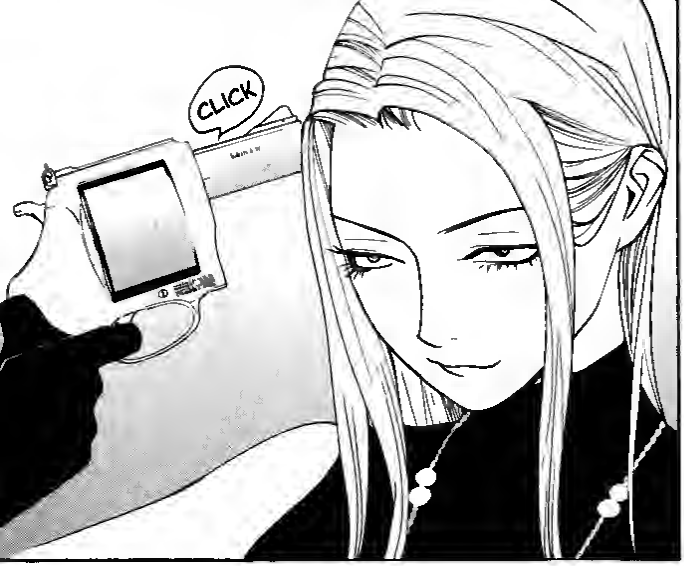
I know...

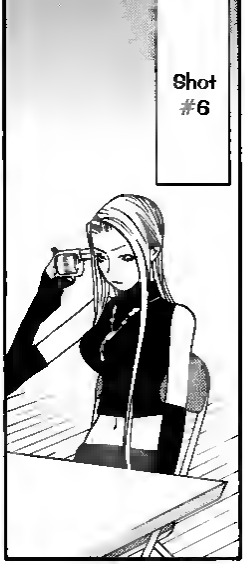
EEEEEH!?
because I told them to!
Oh, no!
So all you need to do is load 3 rounds in a row!!
Ooh
Well, I gave it away when the Western Army guys were nearby, saying
Remember how I just mentioned I was playing with the gun after the demonstration?
I'm positive they saw the value of this setup, and used it during this game.
I saw those two react to my words.
I'm just doing what it takes to win.
This is the LIAR GAME. a game about deceiving others
You set that all up in advance, Mr. Akiyama?
—Incredible!

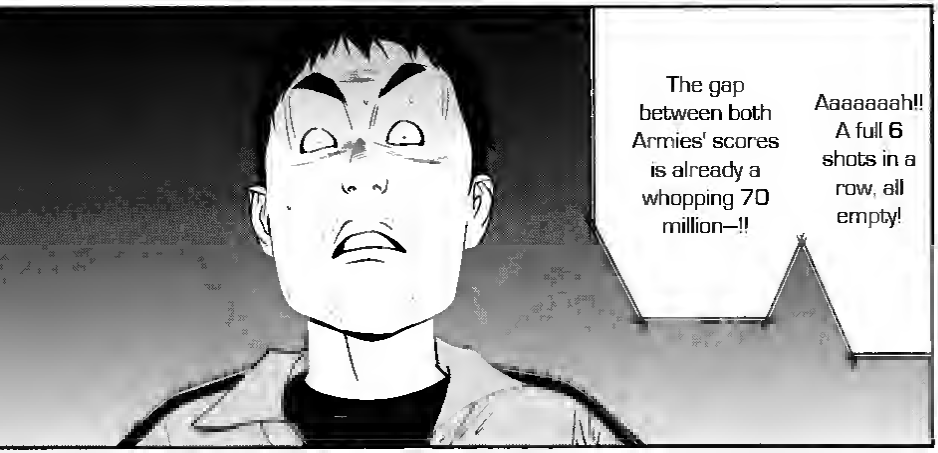
EH!?
I'll shoot.
Mr. Akiyama's insight into the game's minute details and advance preparation had borne fruit, since Mr. Fukunaga was still flying high.


CLICK

...
All the chips go to the Eastern Team—!!
AAAaaah!! The Eastern Army's Fukunaga has yet again happened upon an empty chamber!!



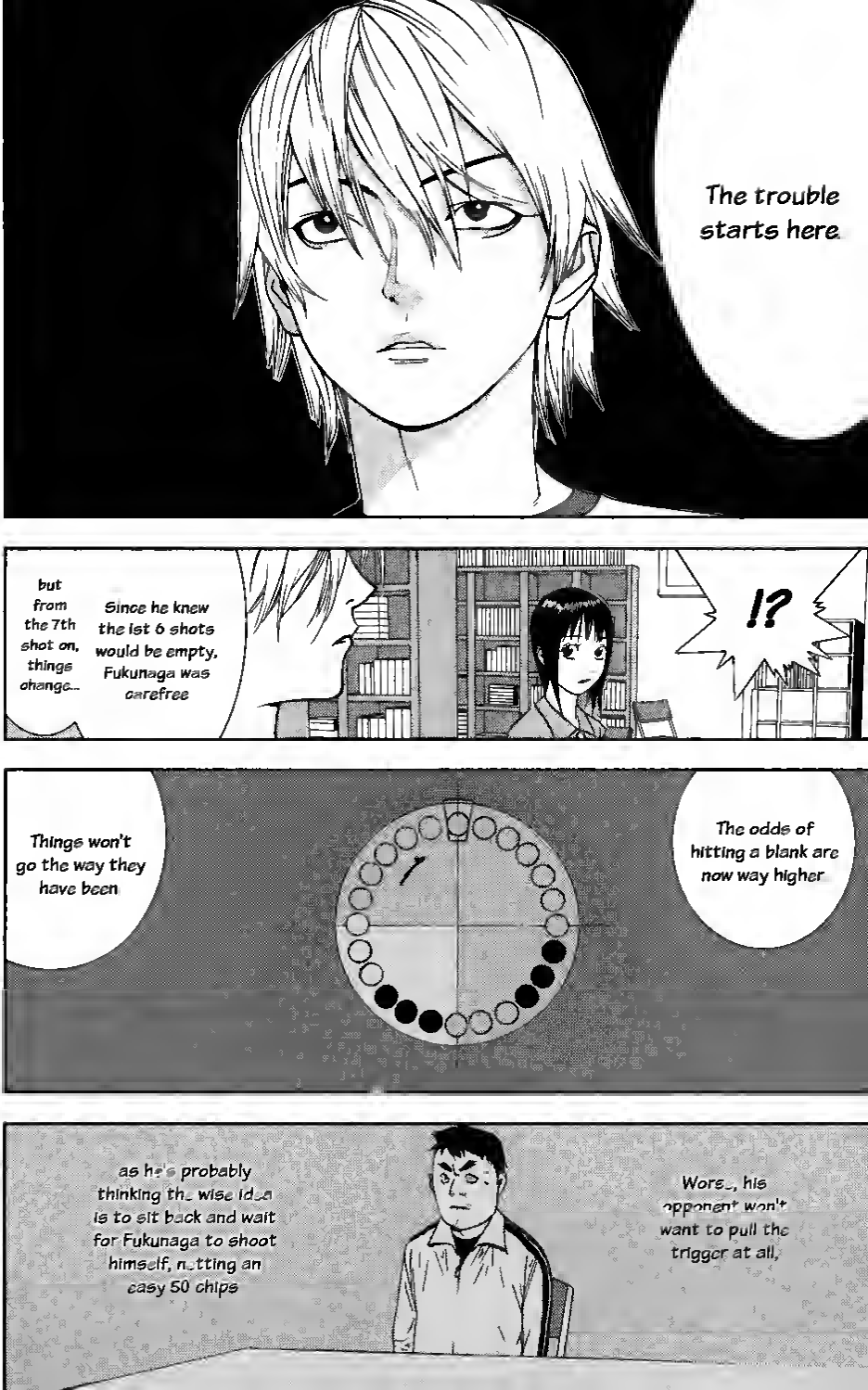




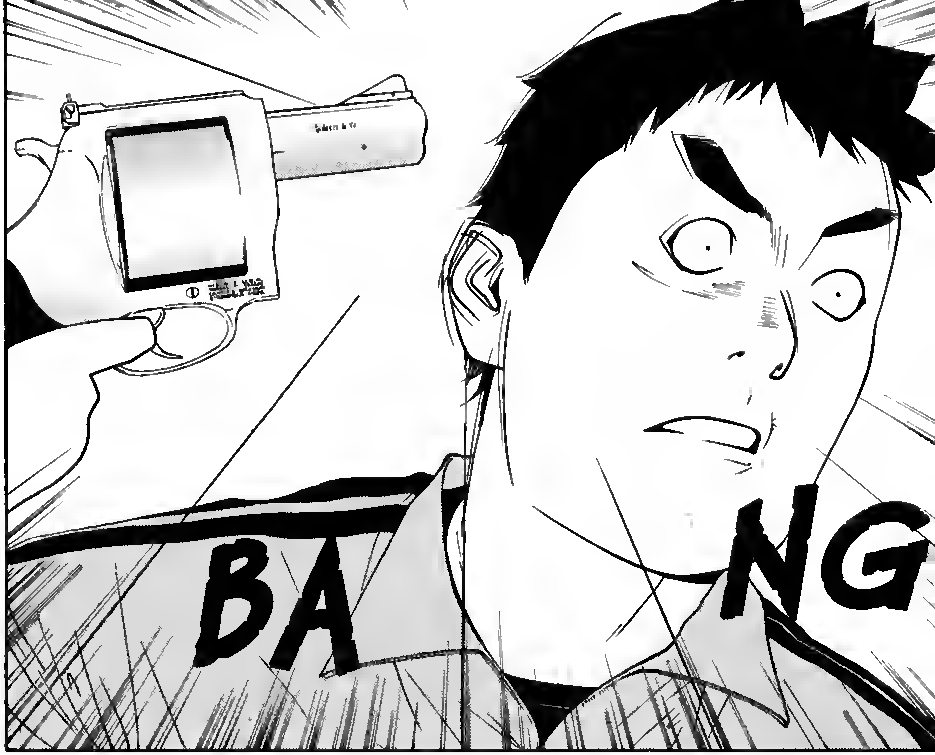
Progress Report

Shot 1	East	pass		pass		empty
	West		pass		pass	
Shot 2	East		pass		empty	
	West	pass		pass		
Shot 3	East		pass		empty	
	West	pass		pass		
Shot 4	East		pass		empty	
	West	pass		pass		
Shot 5	East		pass		empty	
	West	pass		pass		
Shot 6	East		pass		empty	
	West	pass		pass		

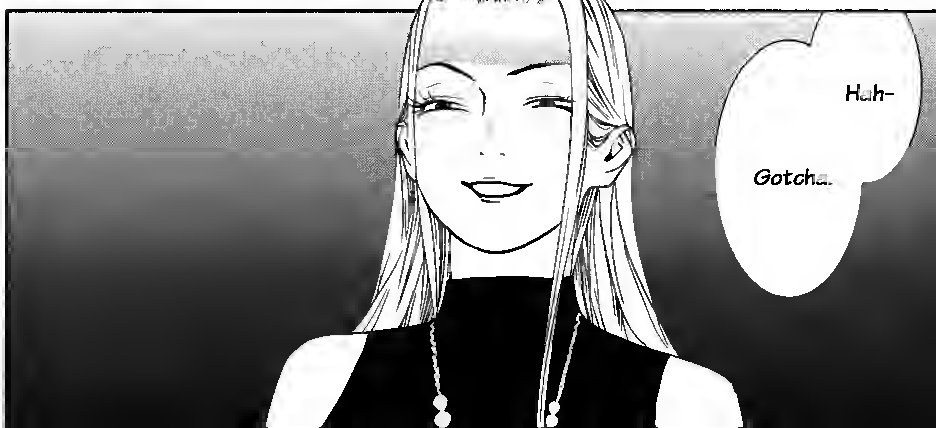
Eastern Chips ◎ up 35 Western Chips ● down 35


The trouble starts here
but from the 7th shot on, things change...
Since he knew the 1st 6 shots would be empty, Fukunaga was carefree
!?
Things won't go the way they have been
The odds of hitting a blank are now way higher
as he's probably thinking the wise idea is to sit back and wait for Fukunaga to shoot himself, netting an easy 50 chips
Worse, his opponent won't want to pull the trigger at all,

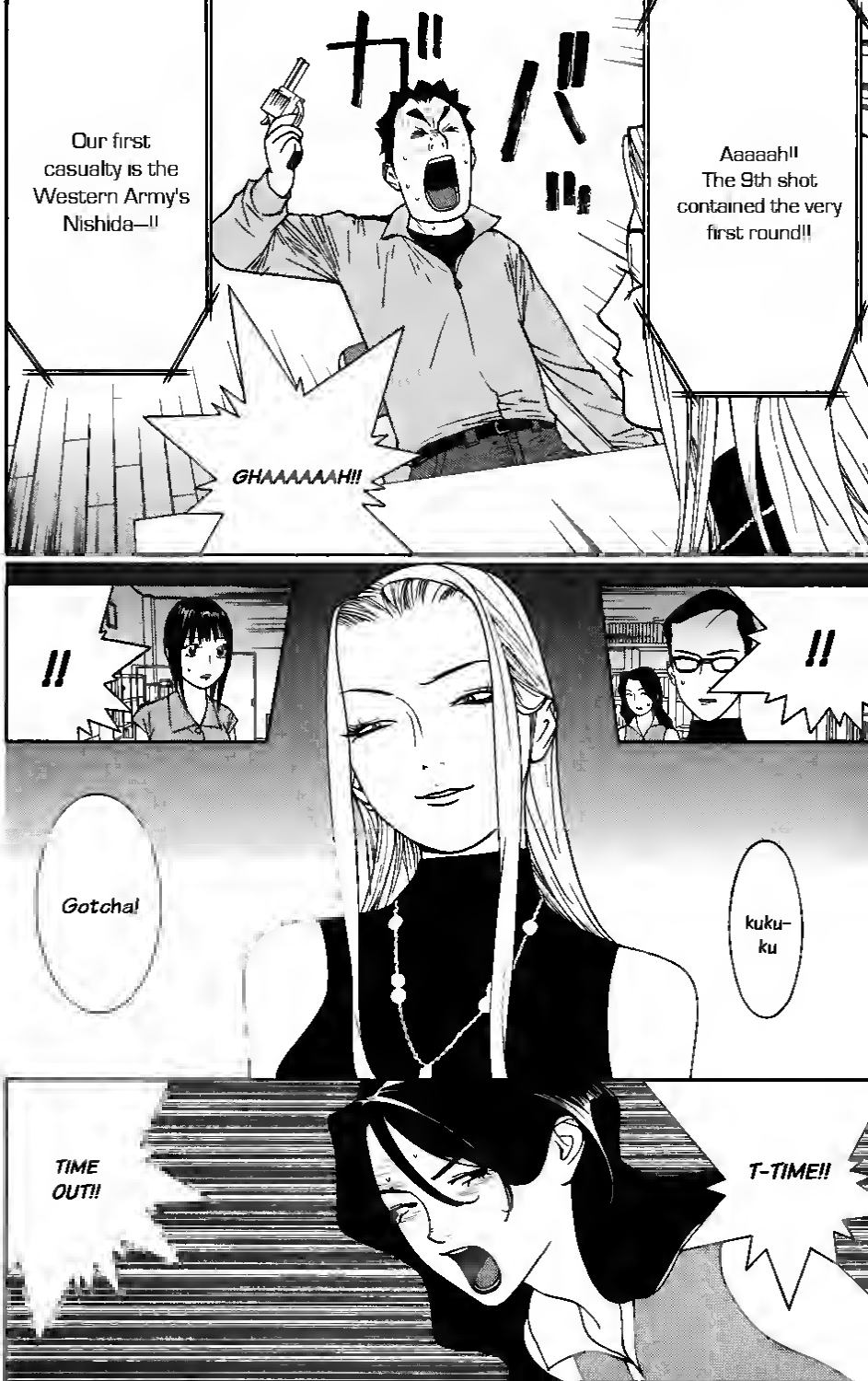
It's all up to Fukunaga's skills from here
You don't want to pull the trigger, but you want to make the enemy pull the trigger
But what happened next came as a surprise.
that our smooth progress would run into trouble.
Mr. Akiyama was clearly worried
I'll shoot.
Shot #9
EEEEH!?
!?

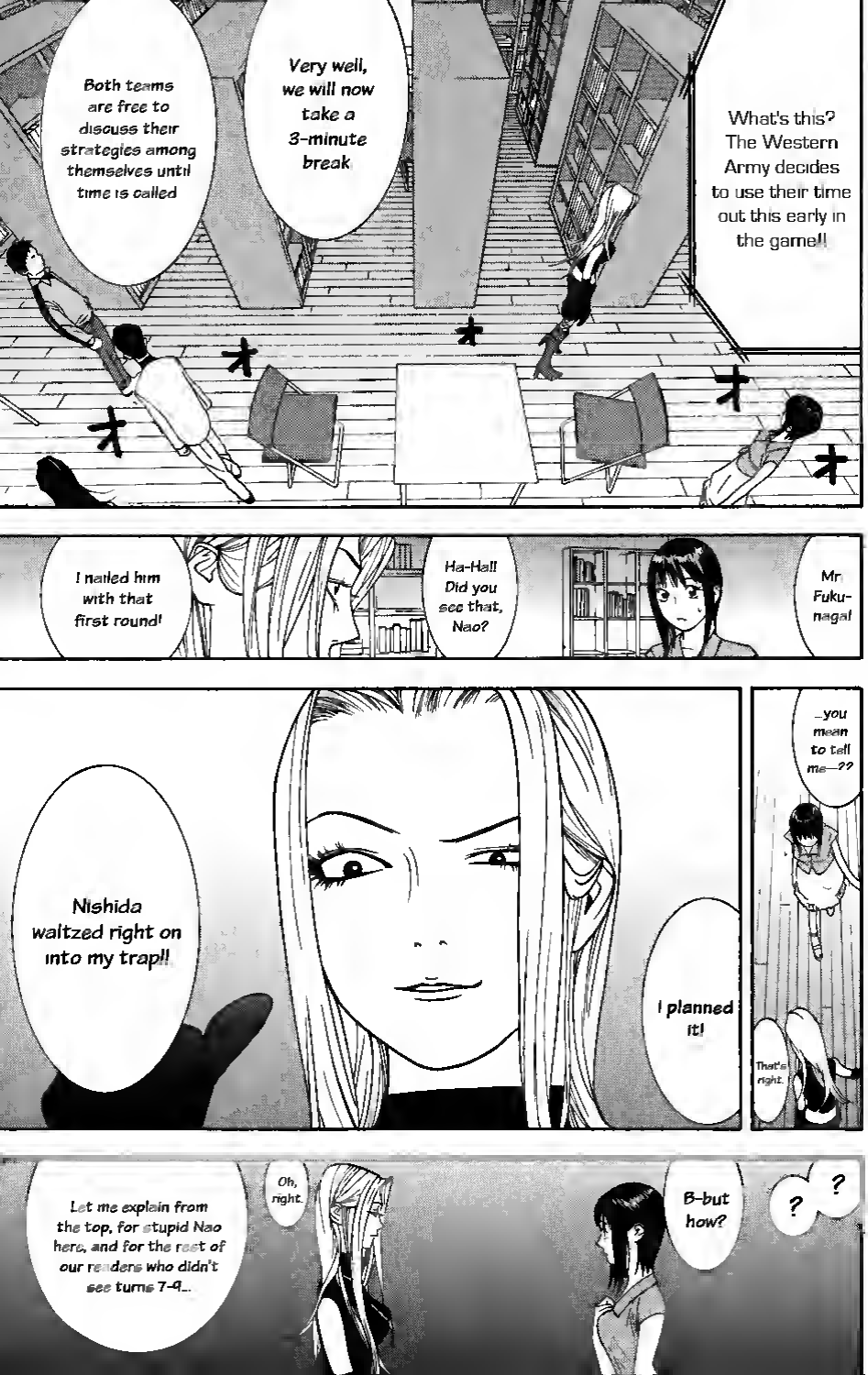

BA
NG

ku
ku
ku
!!
The Western Army has fired the first round—!!
!!
Aaaaah!! A blank at last—!!
GHAAA-AAAH!!

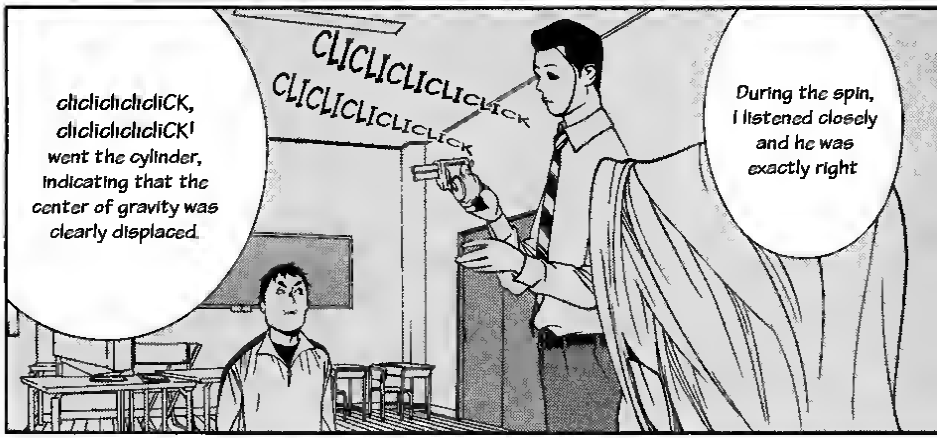

Hah-
Gotcha.

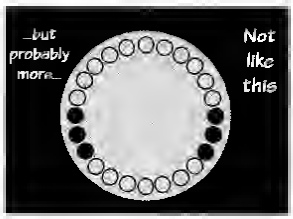
Chapter 64
Pitfall

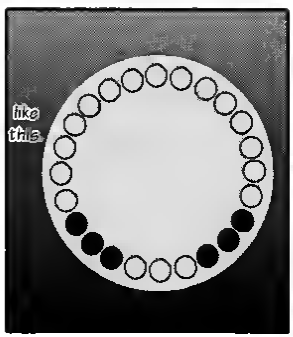

Our first casualty is the Western Army's Nishida—!!
ガバッ!!
Aaaaah!! The 9th shot contained the very first round!!
GHAAAAAAH!!
!!
!!
Gotcha!
kuku-ku
TIME OUT!!
T-TIME!!

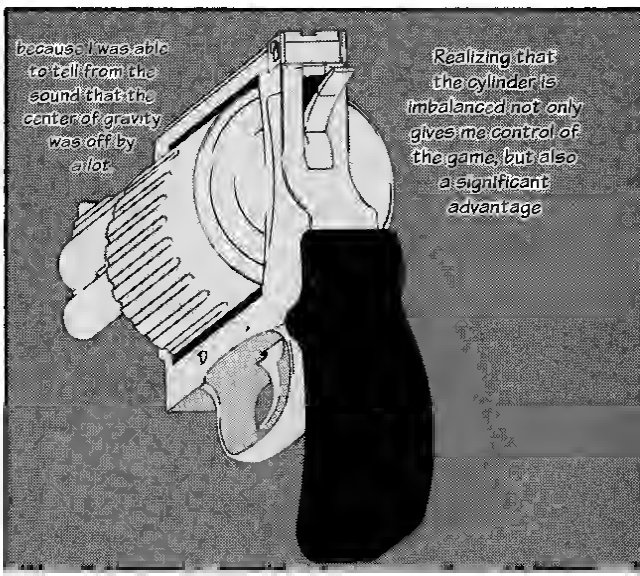

What's this? The Western Army decides to use their time out this early in the game!!
Very well, we will now take a 3-minute break
Both teams are free to discuss their strategies among themselves until time is called
Mr. Fukunaga!
Ha-Ha!! Did you see that, Nao?
I nailed him with that first round!
...you mean to tell me--??
I planned it!
Nishida waltzed right on into my trap!!
That's right.
B-but how?
? ?
Oh, right.
Let me explain from the top, for stupid Nao here, and for the rest of our readers who didn't see turns 7-9...

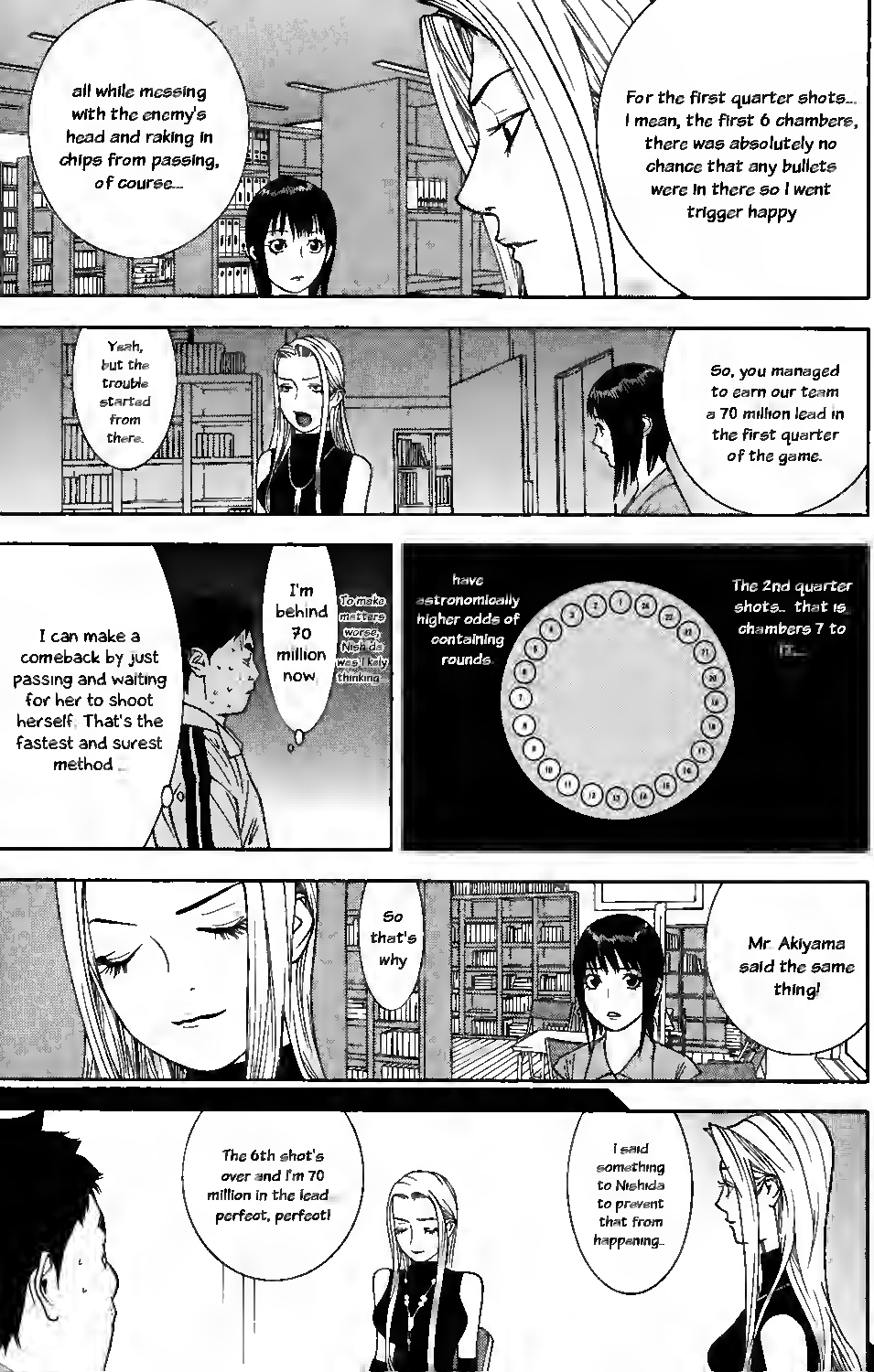
Before the game started, I heard from Akiyama about how the revolver's chamber balance was skewed
...and also how Akiyama had set things up to lure our opponents into loading 3 bullets in a row


During the spin, I listened closely and he was exactly right
CLICLICLICLICK
CLICLICLICLICK
cliclicliclicliCK, cliclicliclicliCK! went the cylinder, indicating that the center of gravity was clearly displaced.

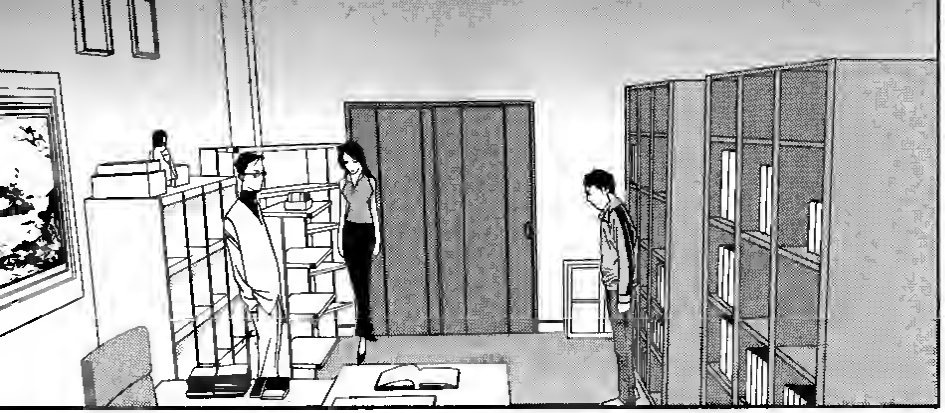

...but probably more...
Not like this

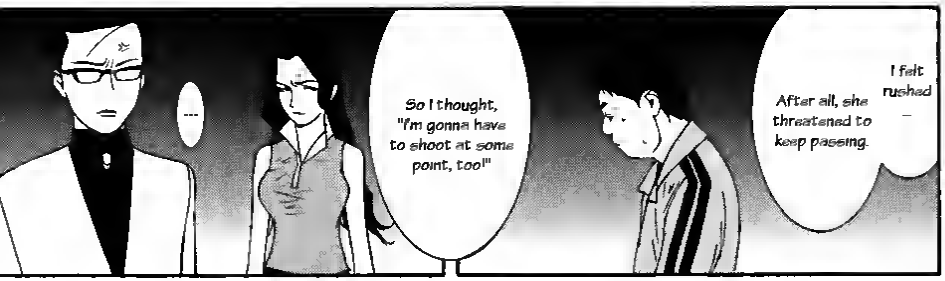

like this.

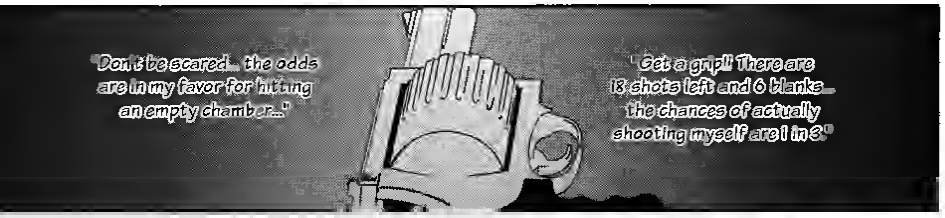

because I was able to tell from the sound that the center of gravity was off by a lot.
Realizing that the cylinder is imbalanced not only gives me control of the game, but also a significant advantage


For the first quarter shots... I mean, the first 6 chambers, there was absolutely no chance that any bullets were in there so I went trigger happy
all while messing with the enemy's head and raking in chips from passing, of course...
So, you managed to earn our team a 70 million lead in the first quarter of the game.
Yeah, but the trouble started from there.
The 2nd quarter shots... that is chambers 7 to 12...
have astronomically higher odds of containing rounds.
To make matters worse, Nishida was likely thinking...
I'm behind 70 million now
I can make a comeback by just passing and waiting for her to shoot herself. That's the fastest and surest method...
Mr. Akiyama said the same thing!
So that's why
I said something to Nishida to prevent that from happening...
The 6th shot's over and I'm 70 million in the lead... perfect, perfect!

That's all the money I need, so I think I'll just keep passing.
!!
Besides, getting shot is scary...
and it doesn't look like you have the balls to pull that trigger anyways.
If things stay this way and we keep passing, the game will end with my 70 million lead.
...
fufufu! His facial expression changed almost right away.
He probably thought, "If I don't do something, she'll end up getting away!"
Or something close to that



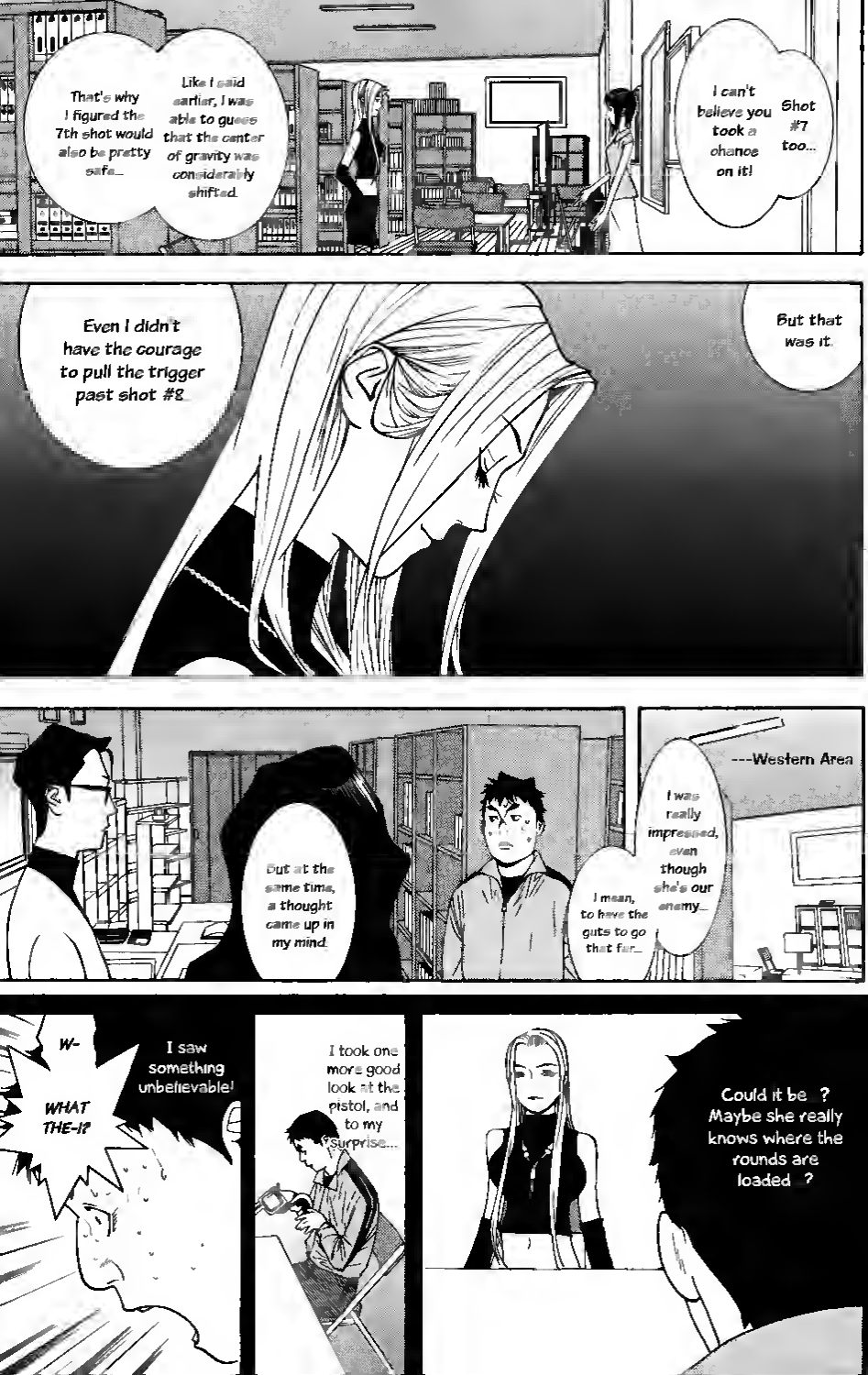

...
So I thought, "I'm gonna have to shoot at some point, too!"
After all, she threatened to keep passing.
I felt rushed


"Don't be scared... the odds are in my favor for hitting an empty chamber..."
"Get a grip!" There are 18 shots left and 6 blanks... the chances of actually shooting myself are 1 in 3."

I just couldn't find the courage to do it!!
... but... no matter how much I thought about it,

...
but just then-
I pass...
And you know what happened. It was already up to the 7th shot and I just kept passing

Y'know, I think I'll shoot!
CLICK
EEEEEEH!?
The Eastern Army's Fukunaga has spectacularly widened the gap between our contestants now to 80 million!!
Aaaaaaaah!! Shot #7 was empty as well!!

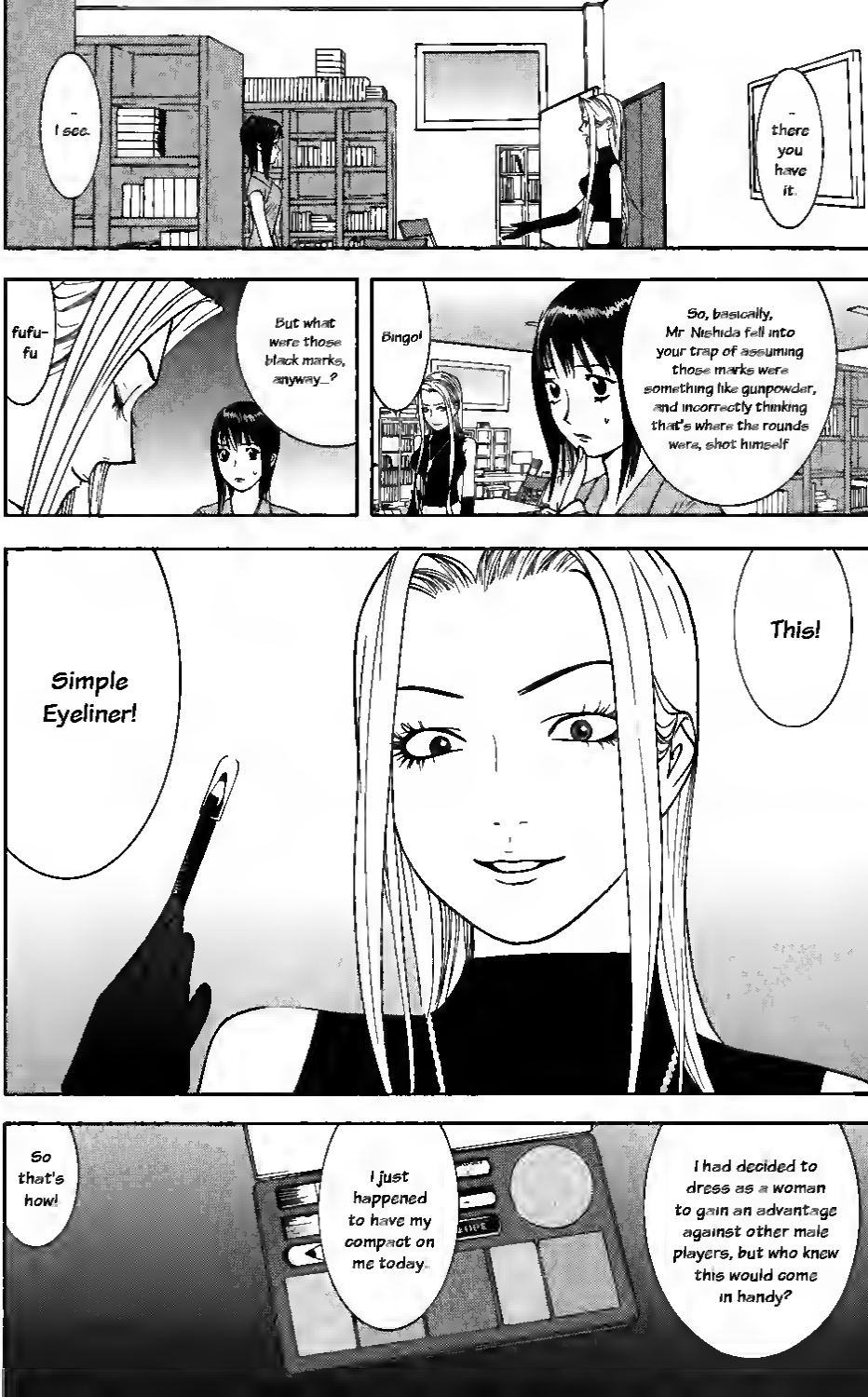

That's why I figured the 7th shot would also be pretty safe...
Like I said earlier, I was able to guess that the center of gravity was considerably shifted.
I can't believe you took a chance on it! Shot #7 too...
Even I didn't have the courage to pull the trigger past shot #8.
But that was it.
But at the same time, a thought came up in my mind.
I mean, to have the guts to go that far...
I was really impressed, even though she's our enemy...
---Western Area
W-
WHAT THE-!?
I saw something unbelievable!
I took one more good look at the pistol, and to my surprise...
Could it be ? Maybe she really knows where the rounds are loaded ?

WHAT ARE THESE BLACK MARKS...!?
Hm...?
Maybe these have something to do with why the Eastern side's Vanguard is able to pull the trigger...?
Load the gun with 3 blanks in a row. That way, you won't shoot yourself with your 2nd and 3rd blanks.
Now that I think about it, it's like Ms Kosaka said...
If I look closer, it's like these marks are 2 sets of 3 chambers...
...but I didn't think the other team would try it, too...
I thought it was a great idea, so I did it.

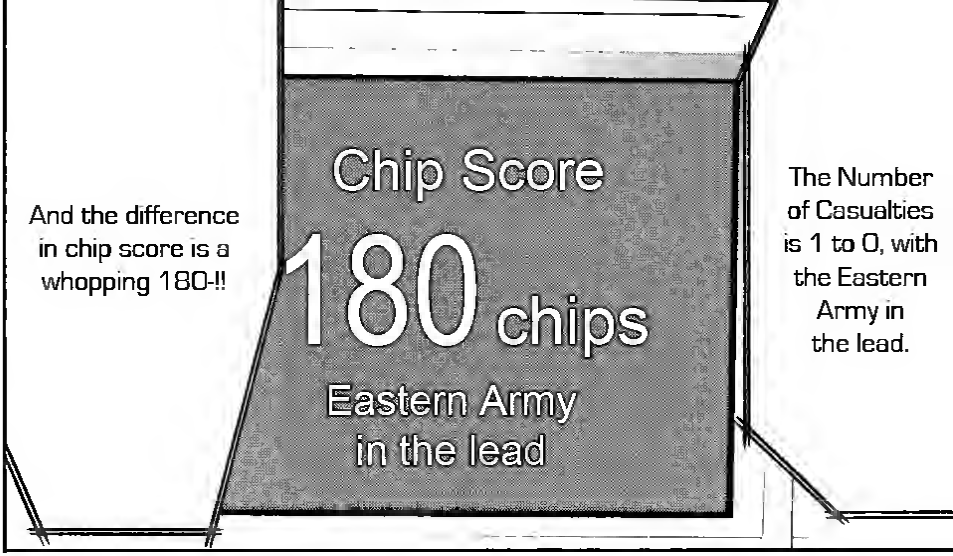
Then maybe these marks are showing where the rounds are !?
If that's the case,
It's gotta be gunpowder from the rounds!!
That's it!!
So that means... the rounds are packed with gunpowder!!
This game uses gunpowder to make a loud bang when a player shoots himself.
chambers 14-16 and 21-23... were where the rounds started
... so that means
Just maybe... they never noticed the rounds were leaking gunpowder when they were loaded! And once the cylinder was swung in place after spinning, that powder was shaken out marking the rounds' locations!!

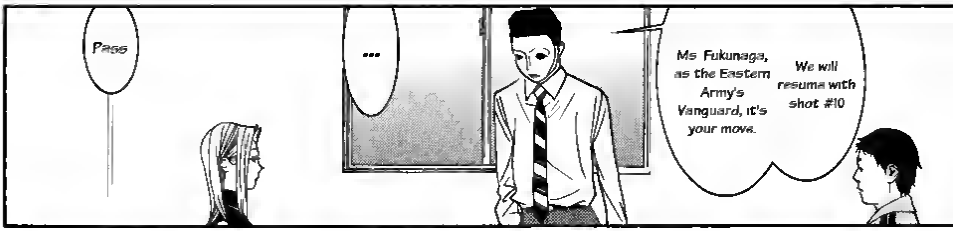
Heh heh-! I got it! The Eastern Vanguard must've known.
And that's why she was able to fire the gun like crazy!!
That's it... that is it!! Everything makes sense now!
It's impossible to know where the rounds are loaded in the first place, so there's no other way she'd have been pulling the trigger time after time!!
hm... so the next time a round will come up is shot #14
currently here
mark is here
Ha-ha! I can safely shoot for 6 turns straight!!
I'll shoot!
!!
CLICK

Up next is shot 9, and it'll be empty, too! There are plenty of chances to catch up!!
I can turn the tables!!
I was right!
OOOOOOH!? The Western Army fights back and hits an empty chamber-!!
I'll shoot.
–and so, shot #9, after the 4th pass...
BANG
NOOO-!?

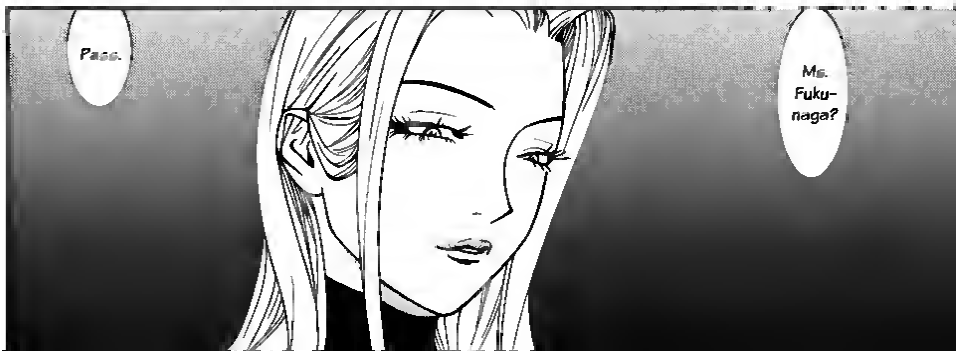

– I see.
– there you have it.
fufu– fu
But what were those black marks, anyway...?
Bingo!
So, basically, Mr Nishida fell into your trap of assuming those marks were something like gunpowder, and incorrectly thinking that's where the rounds were, shot himself
Simple Eyeliner!
This!
So that's how!
I just happened to have my compact on me today.
I had decided to dress as a woman to gain an advantage against other male players, but who knew this would come in handy?

but he was totally stressed out
If you take a calm look, it's really not like gunpowder at all,
Ah!!
It looks like gun-powder!!
see?
If you scratch on the tip of it like so...
Influenced by his panicked state of mind, he was quick to link the two ideas, falling into my trap.
...
The key was to make him think that these marks spanning 3 chambers seemed to coincide with a set of 3 chambers.
It was in that state of mind that I used the eyeliner.
and feeling cornered.
We will now resume the game!!
3 minutes are up!
this Vanguard game is already ours!
If both vanguards would return to the game room, please
Anyway, now that it's happened

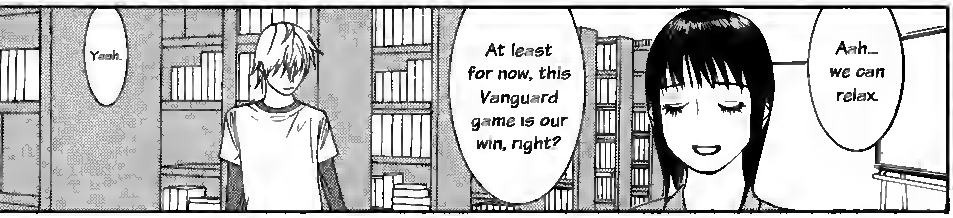

Chip Score
180 chips
Eastern Army in the lead
And the difference in chip score is a whopping 180-!!
The Number of Casualties is 1 to 0, with the Eastern Army in the lead.


Pass
...
Ms. Fukunaga, as the Eastern Army's Vanguard, it's your move.
We will resume with shot #10

I pass.
Over to you, Mr. Nishida?


Pass.
Ms. Fuku-naga?

In this game, no matter how many chips you earn, you can't win for sure unless your opponent shoots himself... that's why Nishida's shot had a big impact.
Mr. Fukunaga's tactic had worked, and our team took the lead with the lowest number of casualties.


Yeah.
At least for now, this Vanguard game is our win, right?
Aah... we can relax.

...AH!!
...

...
What's the matter?
?

I just realized something terrible!
No...!!
but that's totally wrong!!
I thought... we were safe now...
?
Right now, we're all...
headed straight into a trap!!

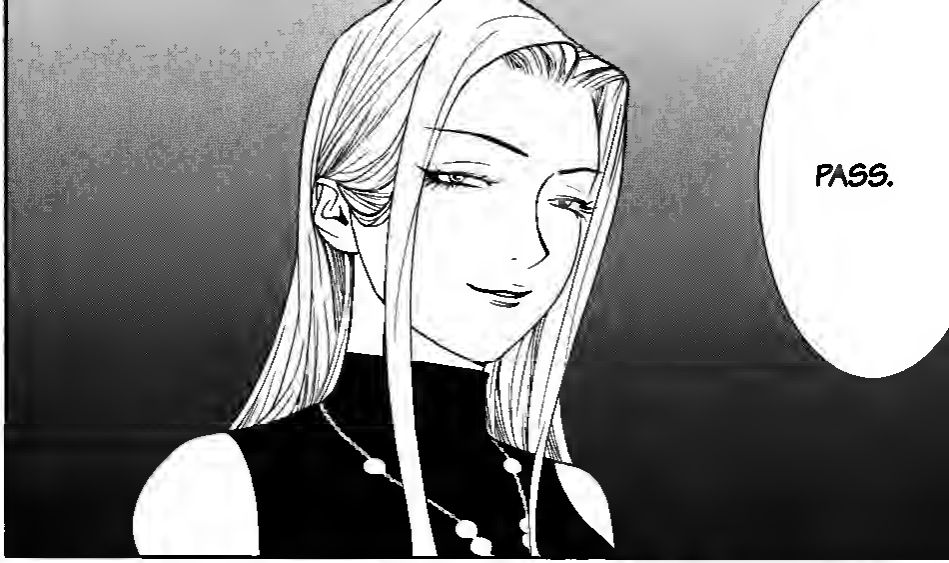
24-Shot Russian Roulette
Progress Chart

shot #1	East	Pass •		Pass ••••		Empty
	West		Pass ••		Pass ••••	
shot #2	East		Pass ••		Empty	
	West	Pass •		Pass ••••		
shot #3	East		Pass ••		Empty	
	West	Pass •		Pass ••••		
shot #4	East		Pass ••		Empty	
	West	Pass •		Pass ••••		
shot #5	East		Pass ••		Empty	
	West	Pass •		Pass ••••		
shot #6	East		Pass ••		Empty	
	West	Pass •		Pass ••••		
shot #7	East		Pass ••		Empty	
	West	Pass •		Pass ••••		
shot #8	East		Pass ••			
	West	Pass •		Empty		
shot #9	East	Pass •		Pass ••••		
	West		Pass ••		Hit	
shot #10	East	Pass •		Pass ••••		
	West		Pass ••			

Chapter 65
Insight

headed straight for a trap!!
Right now, we're all...
The only thing he can do...
What will Mr. Fukunaga do from here?
Chip Score
180 chips
Eastern Army in the lead
Right now, the number of casualties is one to zero, with us in the lead. Our chip difference is close to 200 million
But in any case, the odds are through the roof that another one's coming, so he'll just keep on passing.
A round was just fired and we don't know if it's ours or theirs.
then yeah, that's right.
Well, assuming the other side keeps passing,
it'll lead to a "draw," right?
If he keeps passing,

That's the problem.
If that happens, then every one of us...
will fall into their trap!!
Chip Scores
180 chips
Eastern Army
in the lead
Chip S
180
Eastern
in the
...
is the Western Army's Mr Nishida Your move
Next up...
I'll pass.
East
West
Pass
Pass
Pass
Pass
I'll...
What will you do?
Next
Ms Fukunaga if you also pass know that it becomes a 'draw'


PASS.

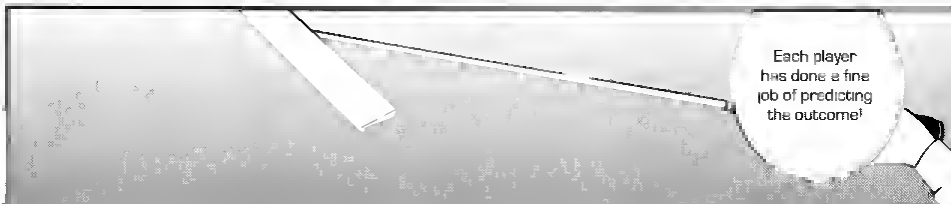
That marks the fifth consecutive pass so this shot becomes a "draw."
AAAH!!

Wonderful! That shot was indeed loaded!
...

1/10

I will pull the trigger for shot #10 in place of either player

<sfx: BANG>

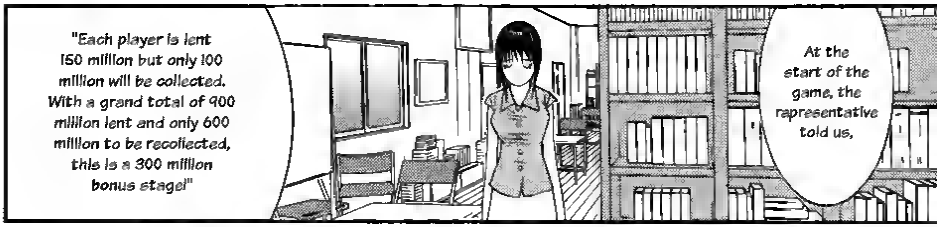

Each player has done a fine job of predicting the outcome!

ガチャ
ガチャ
ガチャガチャ
If a draw is called... the chips are collected-- but by the dealer!!
Mr. Akiyama!! Did you see that!? Just now!?
That's 31 million that ends up in the dealer's hands!!
... In the event of a draw, that's 1, 2, 4, 8, 16... 31 chips in all!!
Each time someone passes, the number of chips you have to pay is doubled!
Our enemy in this game... isn't the Western Army at all!
And THAT is the trap!!

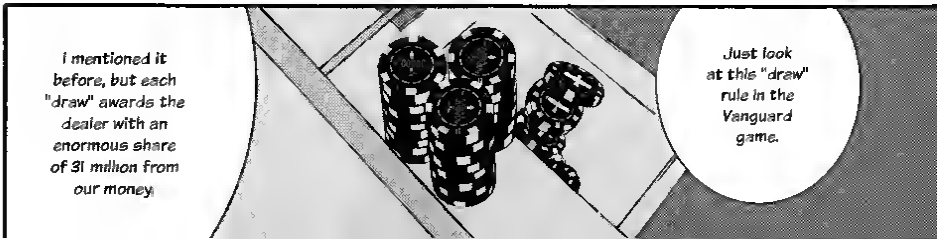
It's the dealer!!
... It's the LGT Office itself!

Ho-hou -!

!

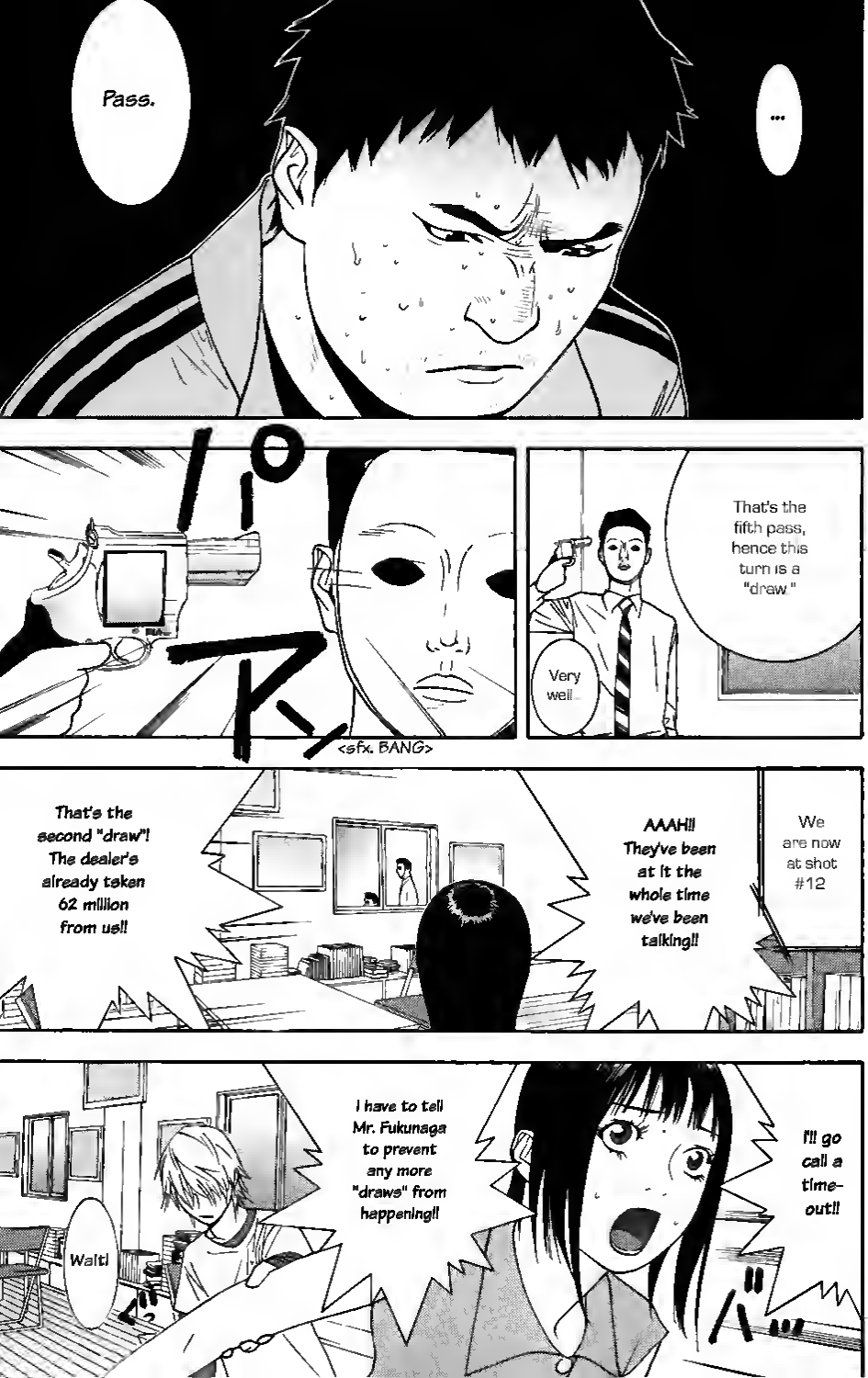

"Each player is lent 150 million but only 100 million will be collected. With a grand total of 900 million lent and only 600 million to be recollected, this is a 300 million bonus stage!"
At the start of the game, the rapresentative told us,

But those words..
are misleading.

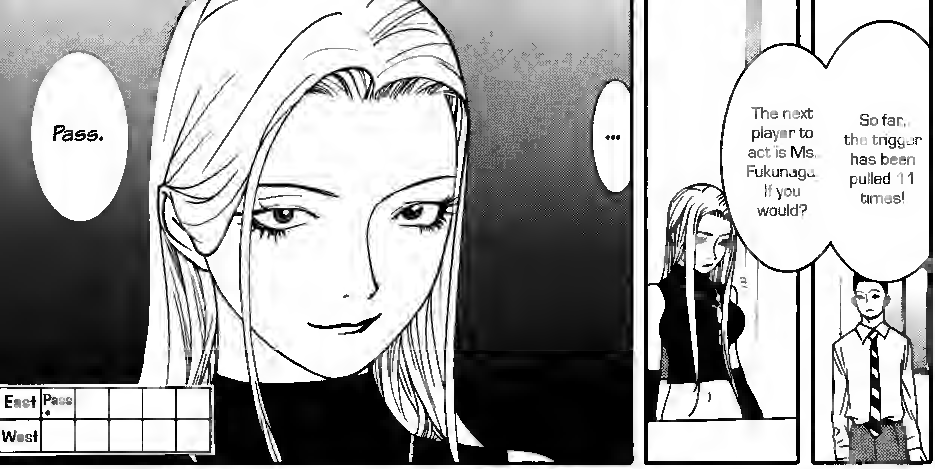

I mentioned it before, but each "draw" awards the dealer with an enormous share of 31 million from our money.
Just look at this "draw" rule in the Vanguard game.

That would put us all in the red!
What happens if they "draw" 10 times?
Then the amount of money the dealer makes is an unbelievable 310 million!
That's why I'm saying that our enemies aren't the three persons on the Western Army...
With everyone's attention diverted to coming out ahead, we'll all lose if they keep calling pass!
and
the LIAR GAME's corporation!!
It's the dealer...
when in reality, we should be working together and preventing ourselves from losing money to them!!
The LGT Office wants us to be thinking about nothing but how to defeat the Western Army,

We're being challenged by the people running this game...
to see whether we'll realize the true nature of this game and work together, or defeat our opponents for the sake of our own profit!!
Hoho-hoho-hoho!
This child is full of surprises!
She's far smarter than she looks.
It's just as you say
The theme of this game is exactly that.
Are you willing to abandon your chance to profit and join hands with the enemy before you in an effort to vanquish your true foe?
Kukukuku... It's because humans aren't willing,
that this tournament is so very interesting!

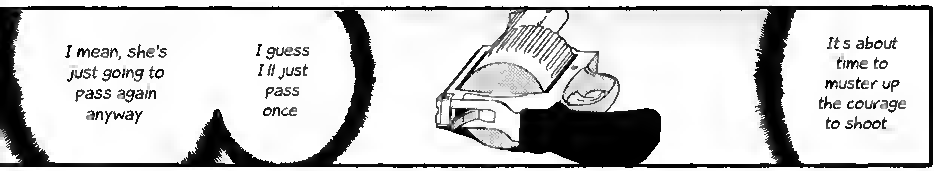

Pass.
...
That's the fifth pass, hence this turn is a "draw."
Very well...
<sfx. BANG>
That's the second "draw"! The dealer's already taken 62 million from us!!
AAAH!! They've been at it the whole time we've been talking!!
We are now at shot #12
Wait!
I have to tell Mr. Fukunaga to prevent any more "draws" from happening!!
I'll go call a time-out!!

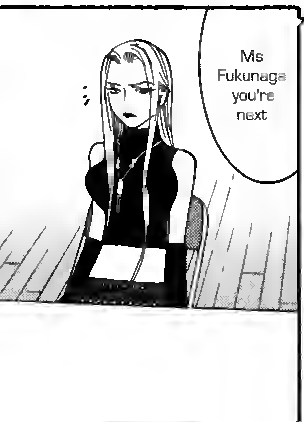
Fukunaga won't "draw" this next turn.
It'll be okay.
Fukunaga and I noticed this bit about the "draw" rule well in advance.
The reason is..
Eh!?
Fukunaga is sharp enough not to lose to the LGT people. And besides, he's really predatory when it comes to money.
Calm down!
Then, that's all the more reason to----!!
this next turn won't end in a "draw."
That's why I promise you...

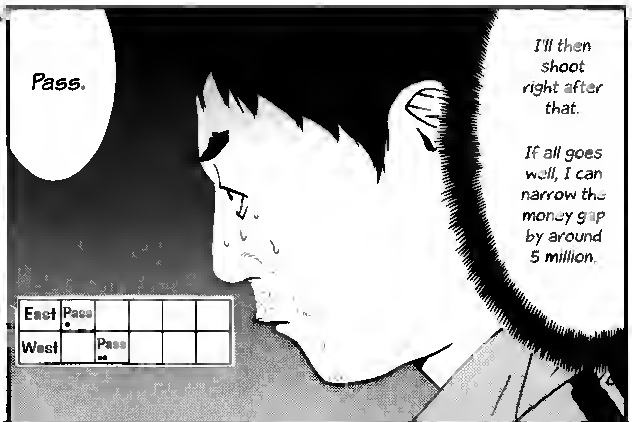

Pass.
...
The next player to act is Ms. Fukunaga. If you would?
So far, the trigger has been pulled 11 times!
East Pass
West

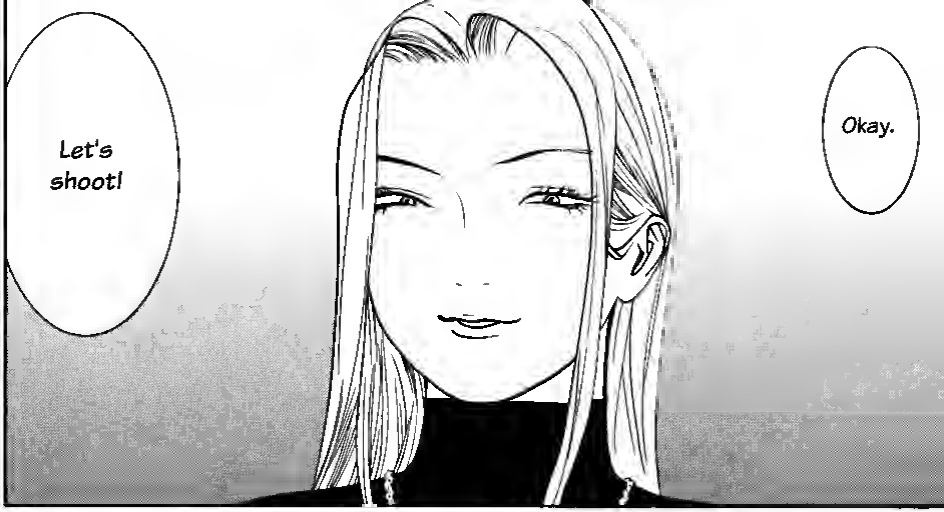
...
It's over to Mr Nishida

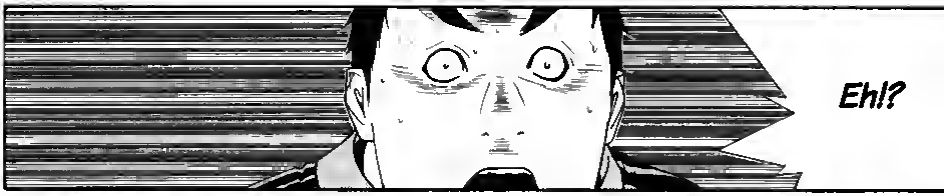
Since the revolver has 13 shots left, the odds are 13:3
Three rounds have been fired already... There are only three more to go

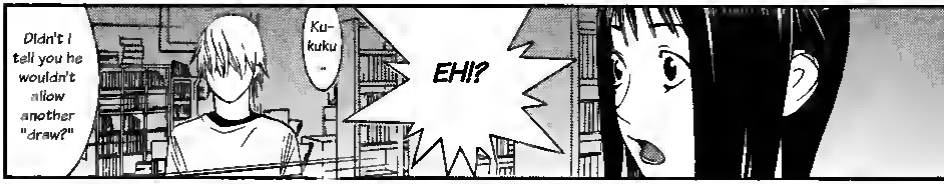

I mean, she's just going to pass again anyway
I guess I'll just pass once
It's about time to muster up the courage to shoot

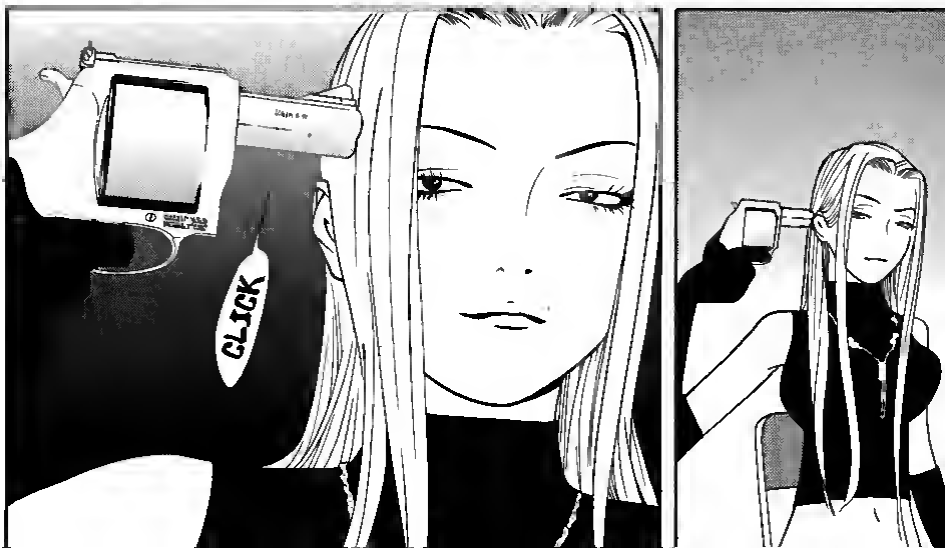

Ms Fukunaga you're next


Pass.
I'll then shoot right after that.
If all goes well, I can narrow the money gap by around 5 million.
East Pass
West Pass

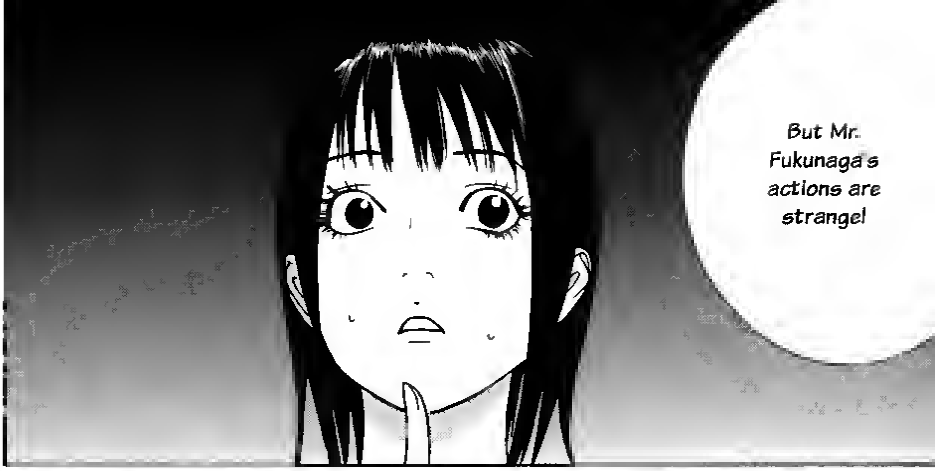

Let's shoot!
Okay.


Eh!?


Didn't I tell you he wouldn't allow another "draw?"
Ku-kuku...
EH!?


CLICK

The table's chips go once more to Ms. Fukunaga—!!
OOO—H! The Eastern Army has yet again boldly pulled the trigger, and it's empty—!!
The reason's simple.
Why did Mr. Fukunaga pull the trigger?
W-Why...?
When you think about where they'll next show up, it's most likely somewhere around chamber 15 or 16.
We know that chambers 9, 10 and 11 already had rounds in them and that there's another batch of three coming.
center of gravity
I explained it before, but that gun's cylinder is unbalanced by the weight of the bullets in it, giving preference to the chamber order.
Huh ...?
You got it.
Right now we're at 12, so it's still safe.
I see.



East	Pass ●		Pass ●●●		Empty
West		Pass ●●		Pass ●●●●	

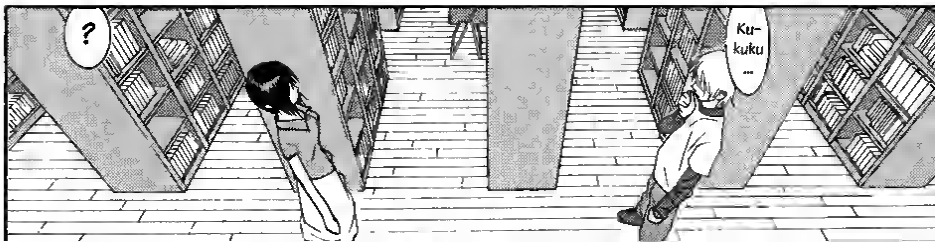
if he passed twice, he'd still get one more chance to shoot.

This turn Mr. Fukunaga had first move.

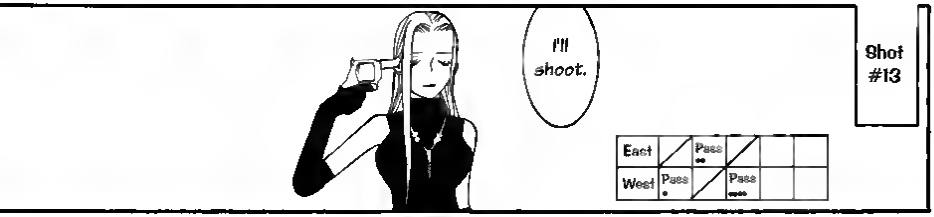
That means he doesn't win anything but two chips. Had he passed twice, he would've made ten chips!

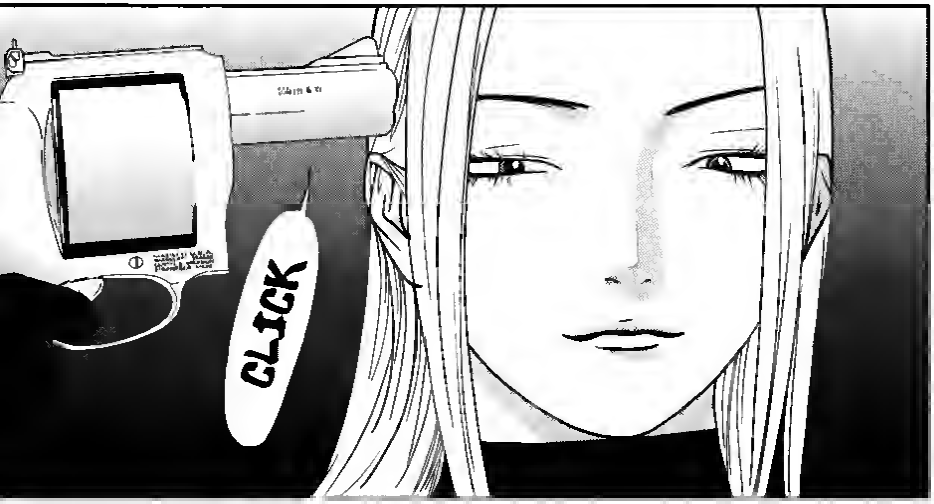
East	Pass ●		Empty
West		Pass ●●	

But Mr. Fukunaga only passed once and shot.



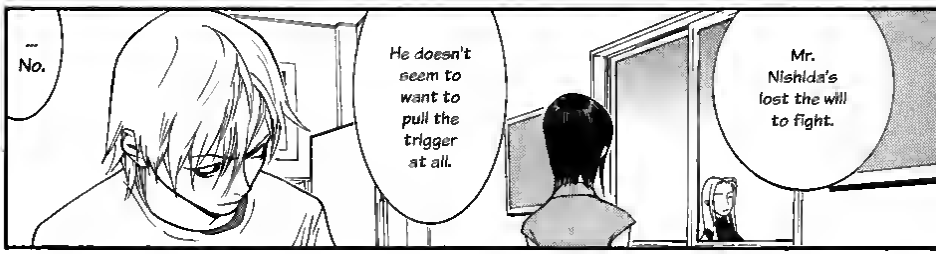
?
Like I said, Fukunaga is really predatory when it comes to money!

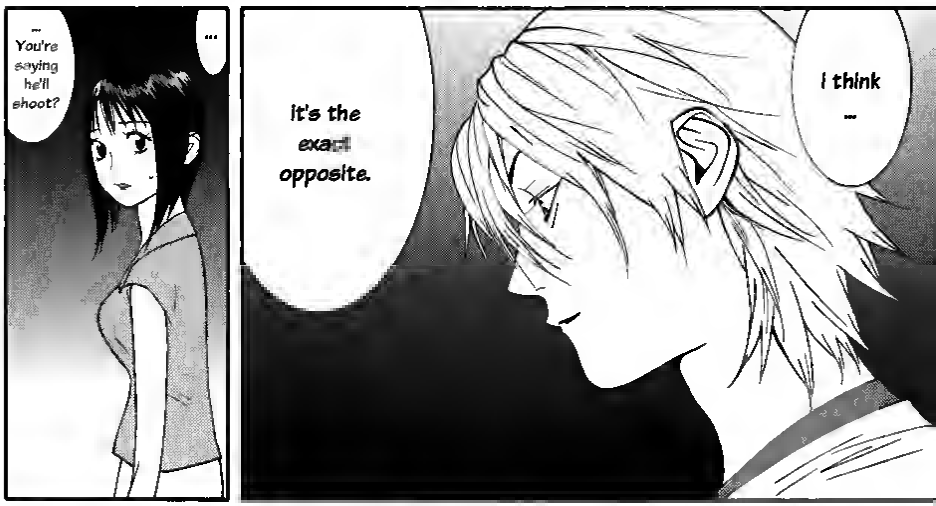

I'll shoot.
Shot #13
East
Pass
West
Pass
Pass


CLICK

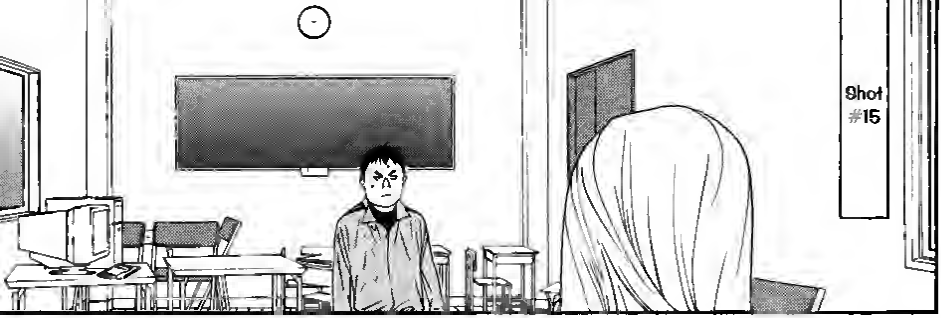
Aaaah!! The Eastern Army fires another empty shot—!!
...

...
The difference in score is now up to 194 chips–!!

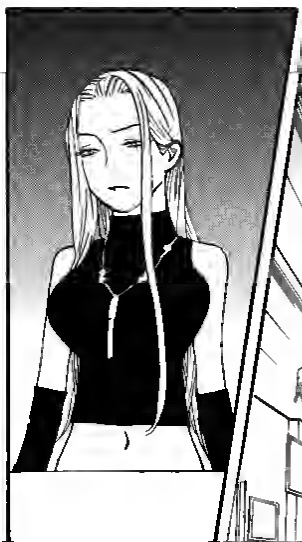

... No.
He doesn't seem to want to pull the trigger at all.
Mr. Nishida's lost the will to fight.


... You're saying he'll shoot?
... It's the exact opposite.
I think ...

And shoot he did.


Shot #15

I'll shoot!



EEE-EEEH !!?

<sfx: BANG>
AAH!!
Another casualty—!! Nishida of the Western Army has once again shot himself in the head—!!
Kuku-kuku...
He did it again
falling right for Fukunaga's trap.
Ngh... ghgh!!!
GRIN

10 Questions for Fukunaga

Q. Are you a man? Or a woman?
A. A woman! Both in body and soul! Only my birth certificate says otherwise...

Q. Then that means you must like men, right?
A. I have no interest in women.

Q. Those fak-- I mean, are those giant boobs of yours real?
A. They're a combination of female hormone injections + two 300cc saline packs. But don't you dare call them fake. Tons of women have them.

Q. If you're injecting yourself with estrogen, then why do you get so violent?
A. I don't know what you're talking about!

Q. Why is your head always shaved?
A. It's because when I used to always dress up as a woman, I kept getting my underwear stolen. But the minute I started to wear men's clothes and shave my head daily, that totally stopped. I wonder why? I guess nobody wants transvestite underwear?

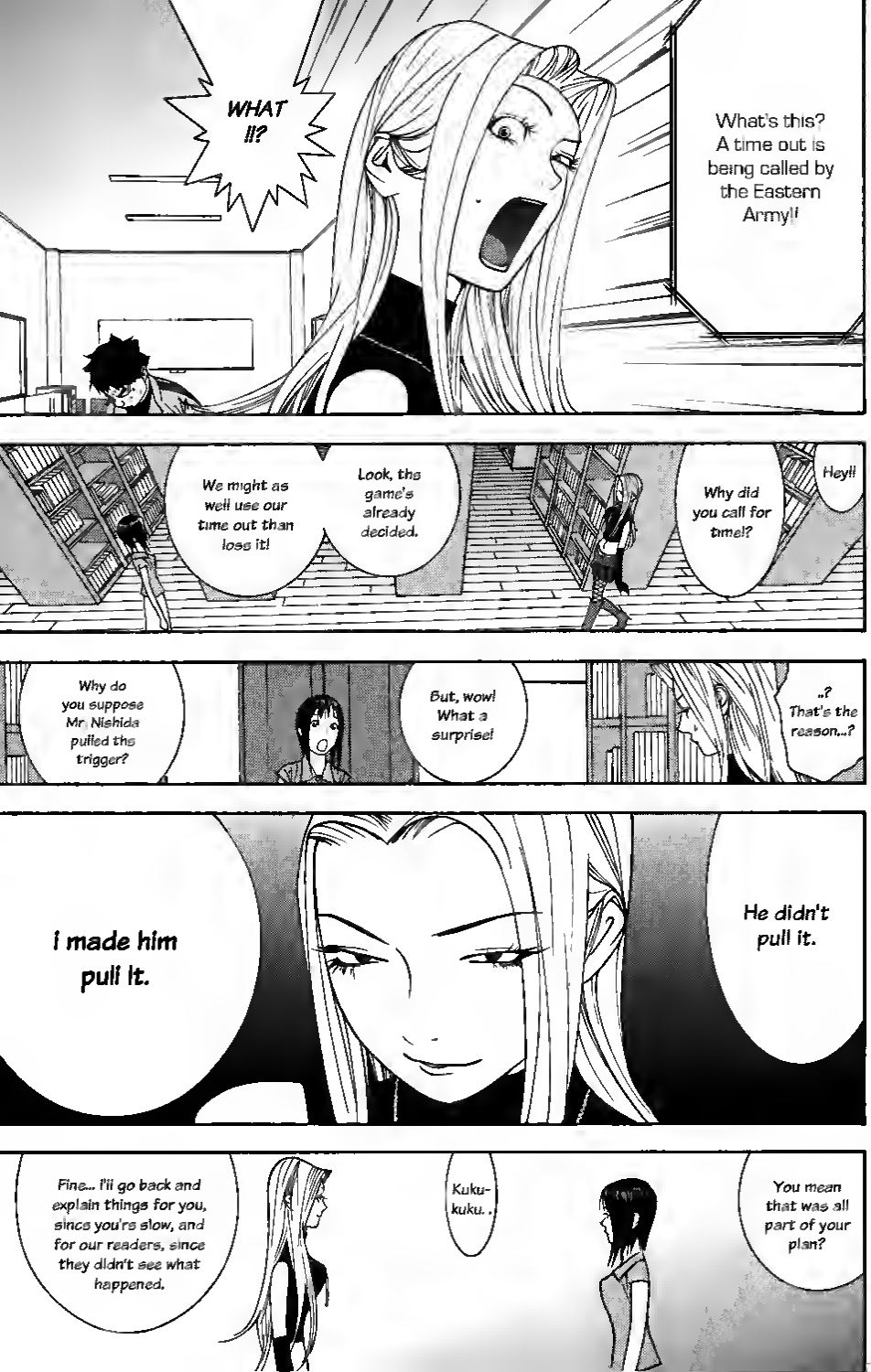
Q. You look like Odagiri Kyoko. Do you get that a lot?
A. Who the hell's that?

Q. Thank you very much.
A. Hey, didn't you say 10 questions!?

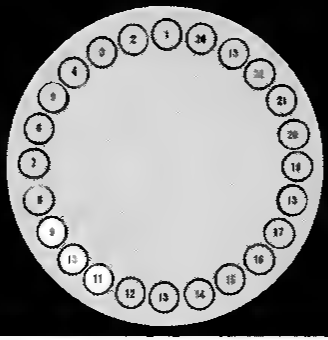
(Interviewer: Kaitani Shinobu)

Chapter 66
Avarice

GUWA-AAAAA AAAH!!
AAAA—H!! Too bad for the Western Army's Nishida, the chamber was loaded—!!
Why did he pull the trigger—!?
Aaaah !!!
This is the second time—! Could this be the end for his team!?
This game is totally over!
Kuku-kuku
ghghg!!!
Ngh...
Time out, please!!
Time-


WHAT !!?
What's this? A time out is being called by the Eastern Army!!
Hey!!
Why did you call for time!?
Look, the game's already decided.
We might as well use our time out than lose it!
..? That's the reason...?
But, wow! What a surprise!
Why do you suppose Mr. Nishida pulled the trigger?
He didn't pull it.
I made him pull it.
You mean that was all part of your plan?
Kuku-kuku. .
Fine... I'll go back and explain things for you, since you're slow, and for our readers, since they didn't see what happened.

coupled with the fact that tha revolver'a center of gravity waa ahifted, it'a eaay to see that the next round would show up somaplace closa to chambar 15.



Think back to earlier in the game... rounds came up during shots 9, 10, and 11... so...

Mr Akiyama was right-- this man is money-hungry!

But .. I figured I might as well tempt Nishida into pulling the trigger again for an easy 50 million!

I could've just kept passing until shot #14, taking our lead and running with it.

Since our team was leading with less casualties,

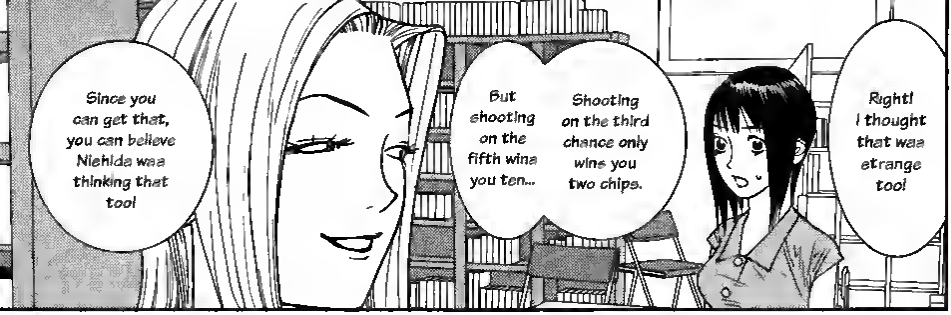
I pulled a little trick...

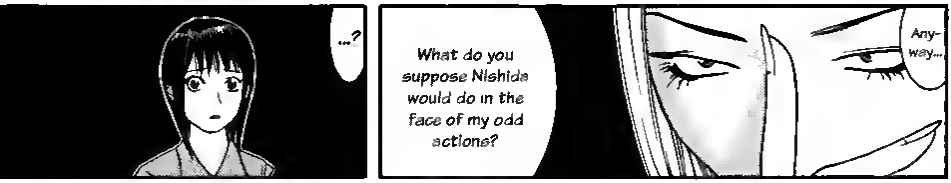
it was in the twelfth round,

So to do that..

But I chose to shoot on the third instead.

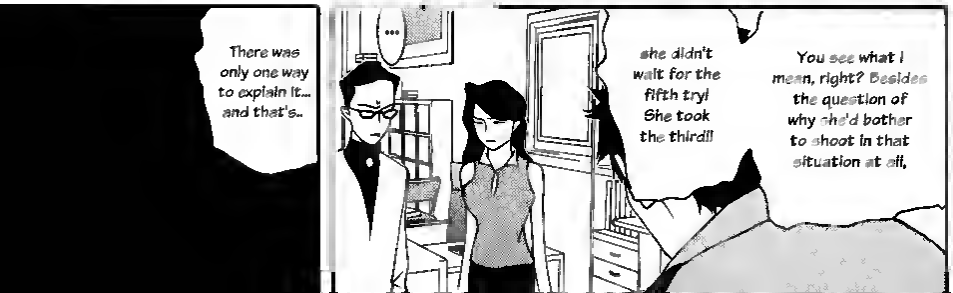
From a chip standpoint, the best time to shoot would've been on the fifth and final chance...


Right! I thought that was strange too!
Shooting on the third chance only wins you two chips.
But shooting on the fifth wins you ten...
Since you can get that, you can believe Nishida was thinking that too!


...?
What do you suppose Nishida would do in the face of my odd actions?
Anyway...

Common sense would say she should've kept passing,
I mean, she was leading with less casualties and more chips!
It didn't make any sense why she pulled the trigger!
Western Area

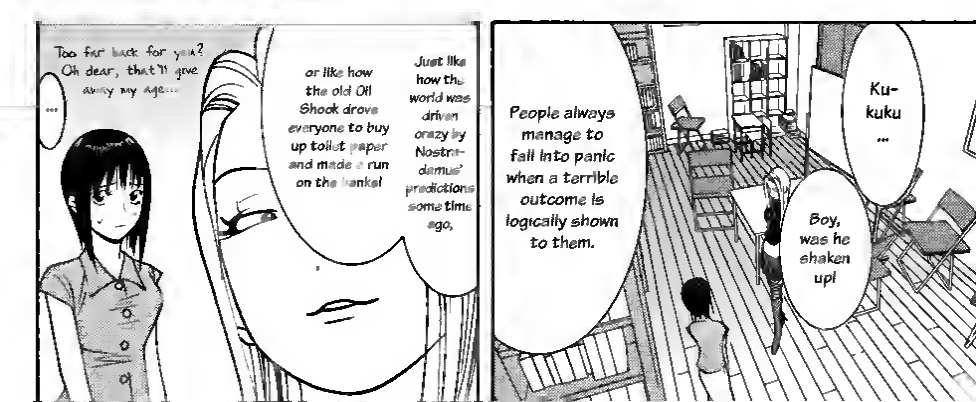
And not at the fifth chance-- the third!!
but she shot!!

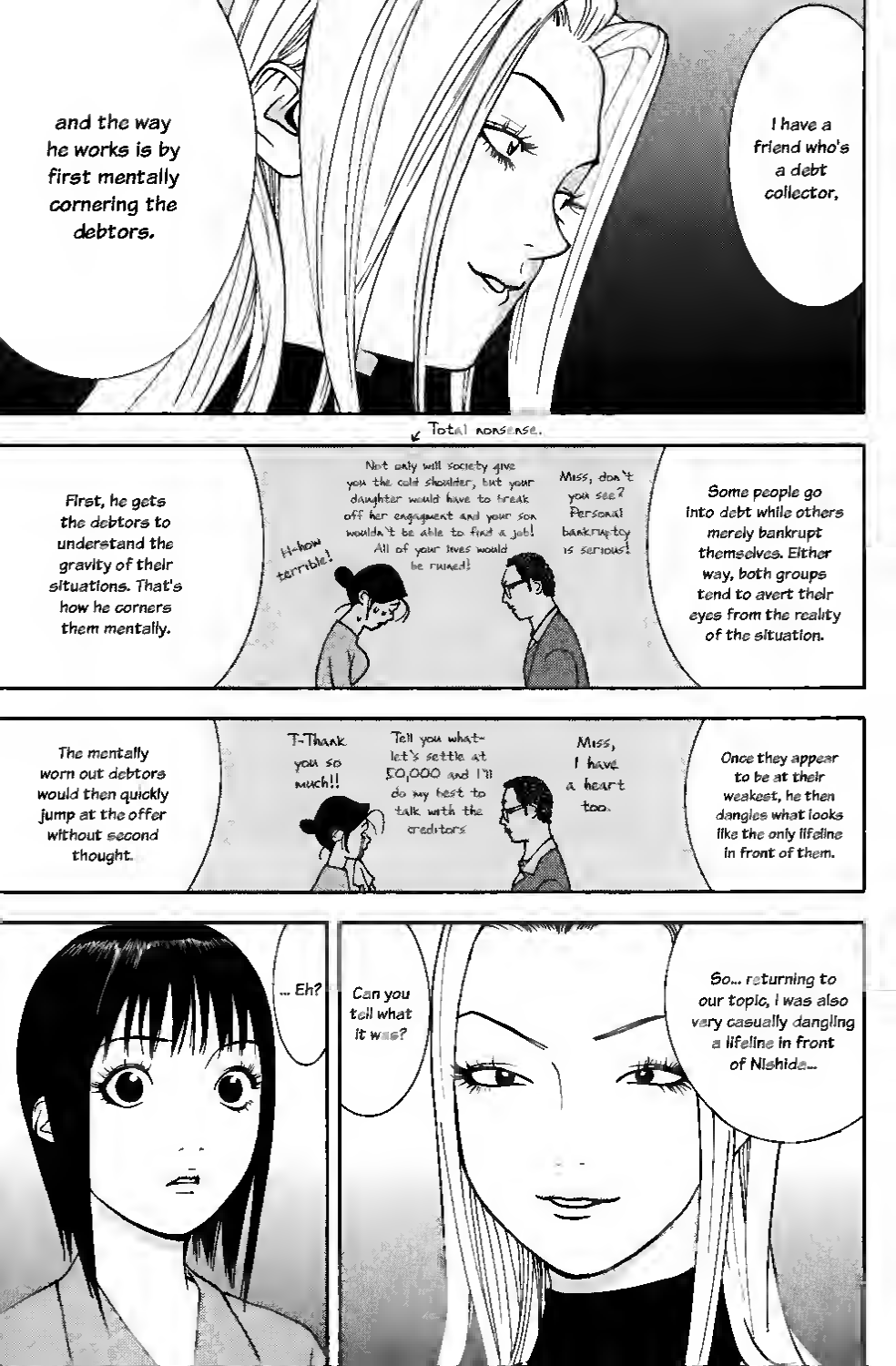

There was only one way to explain it... and that's..
...
she didn't wait for the fifth try! She took the third!!
You see what I mean, right? Besides the question of why she'd bother to shoot in that situation at all,

because she knew that the twelfth chamber would be empty.
Even though it wasn't a big reward, she shot early and took the two chips, while also preventing us from making anything... that must've been her ulterior motive.
And if I had shot, that would've been five chips for us.
Had she passed again, it would've given me the opportunity to shoot on the fourth
That's why she shot after the second pass
I'll shoot.
As proof, she did the same on shot #13.
She pulled the trigger because she knew!
That's when I was convinced...
CLICK

must've known where the rounds were loaded after all!!
that she...
Yep.
So the real reason you shot on the third chance was to make him worry and think that you knew where the rounds were!
Eastern Area
I get it.
You don't even have the will to fight anymore,
Sigh. This match is over.
and said something to mess with him even more...
After that, I took the next step...
But are you happy with that?
With a lead of 264 million, I couldn't be happier! I win by a landslide!
You sure it's okay to leave things like this? At this pace, my win is guaranteed so I'm perfectly fine with that!
right?
...

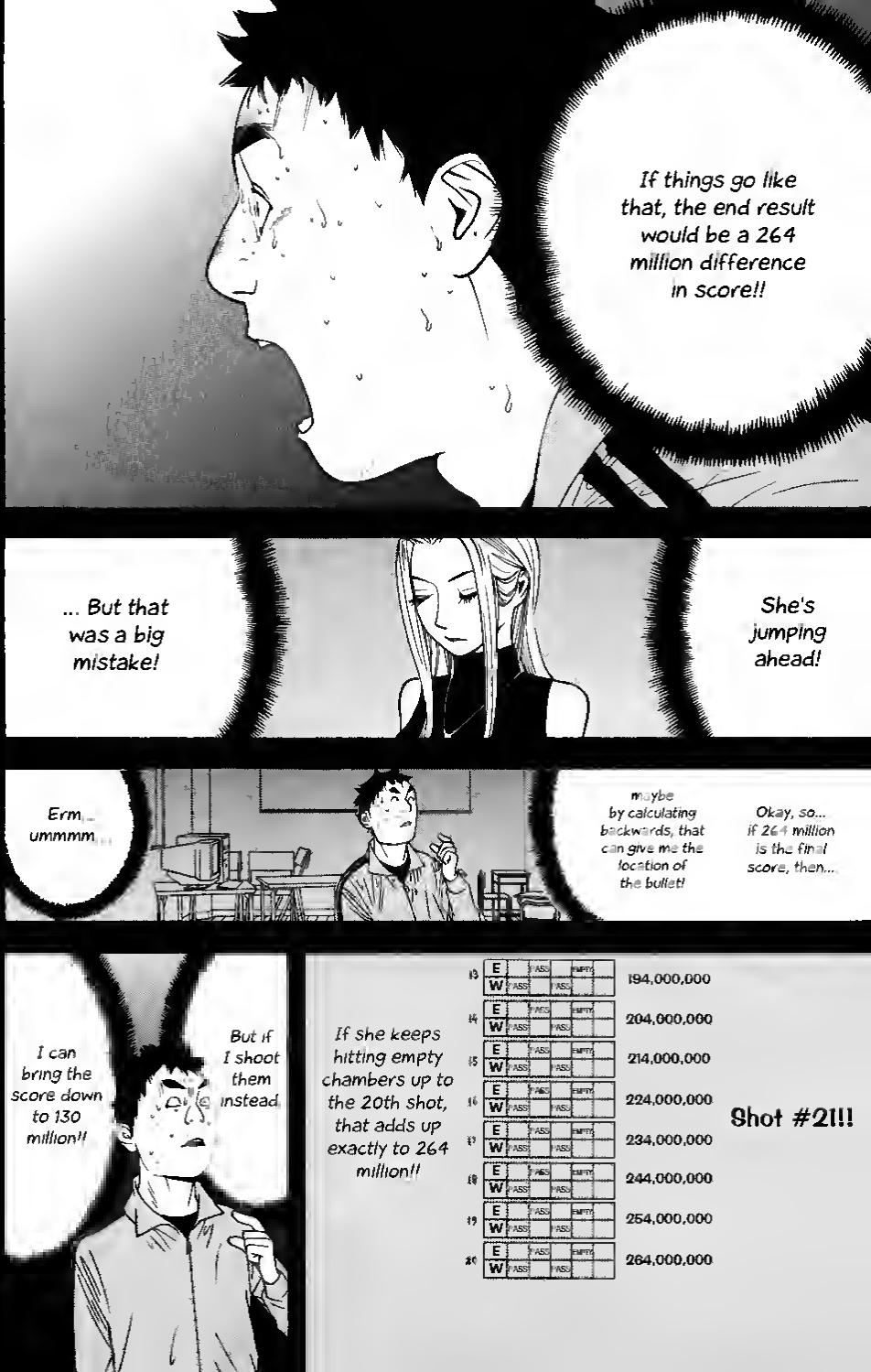
that you were already 200 million in debt...?
Didn't you say before this game...
So even if the next two after you come out ahead and your team wins, you might all end up even worse in debt, you know?
you've dug yourself 264 million deeper in the hole.
Wha'cha gonna do? Having lost all these chips to me,
...
And that'd be, what? "The end" of your life as you know it? Hahaha...
It'd be all your fault that the Western Army is screwed whether the team wins or loses


Too far back for you? Oh dear, that'll give away my age...
...
or like how the old Oil Shock drove everyone to buy up toilet paper and made a run on the banks!
Just like how the world was driven crazy by Nostradamus' predictions some time ago,
People always manage to fall into panic when a terrible outcome is logically shown to them.
Ku-kuku ...
Boy, was he shaken up!


I have a friend who's a debt collector,
and the way he works is by first mentally cornering the debtors.
Total nonsense.
Some people go into debt while others merely bankrupt themselves. Either way, both groups tend to avert their eyes from the reality of the situation.
Miss, don't you see? Personal bankruptcy is serious!
Not only will society give you the cold shoulder, but your daughter would have to break off her engagement and your son wouldn't be able to find a job! All of your lives would be ruined!
H-how terrible!
First, he gets the debtors to understand the gravity of their situations. That's how he corners them mentally.
Miss, I have a heart too.
Tell you what- let's settle at 50,000 and I'll do my best to talk with the creditors
T-Thank you so much!!
Once they appear to be at their weakest, he then dangles what looks like the only lifeline in front of them.
The mentally worn out debtors would then quickly jump at the offer without second thought.
So... returning to our topic, I was also very casually dangling a lifeline in front of Nishida...
Can you tell what it was?
... Eh?

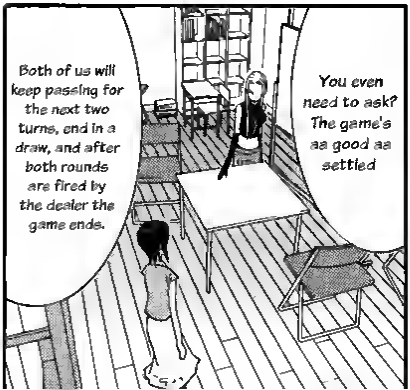
Western Area
Hearing Fukunaga's words really shook me up..
I started thinking, "Damn! I've really botched things up for our team, putting us at a disadvantage..."
If that wasn't bad enough, she clearly knew where the rounds were.
It was just like she said
This was the end of me.
Ku-kuku -
..nd just th..n...
Who would've thought our scores would get to be 264 million apart, hm...?
260...
Oh no.
..AH!!
<Sfx: Turn>
PASS THIS INSTANT!!
WE BOTH KNOW YOU'RE NOT GOING TO SHOOT ANYWAY!!
E-Eek!
What.. was she talking about?
A difference of 264 million..?
Where the heck did she get that number!?
Like, the score right now isn't that high...!

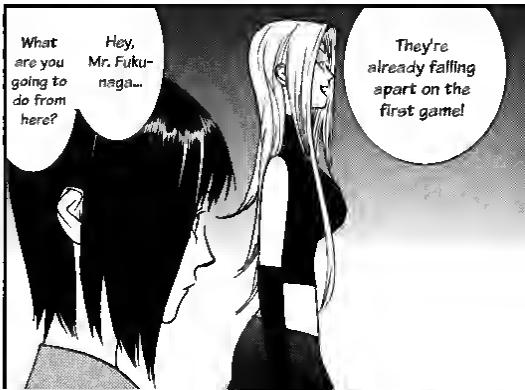
Chip Score
194 chips
Eastern Army in the lead
That's only 194 million, right?!
She's 194 chips up on me.
!!
Why'd she say 264 million...?
So why!?
I KNOW WHY!!
I got it...!
Since she knows where the rounds are, she'll hold out till the last second to shoot!
That amount was assuming I keep passing and never pull the trigger!!
I can't believe it! She's thinking the game's already over!

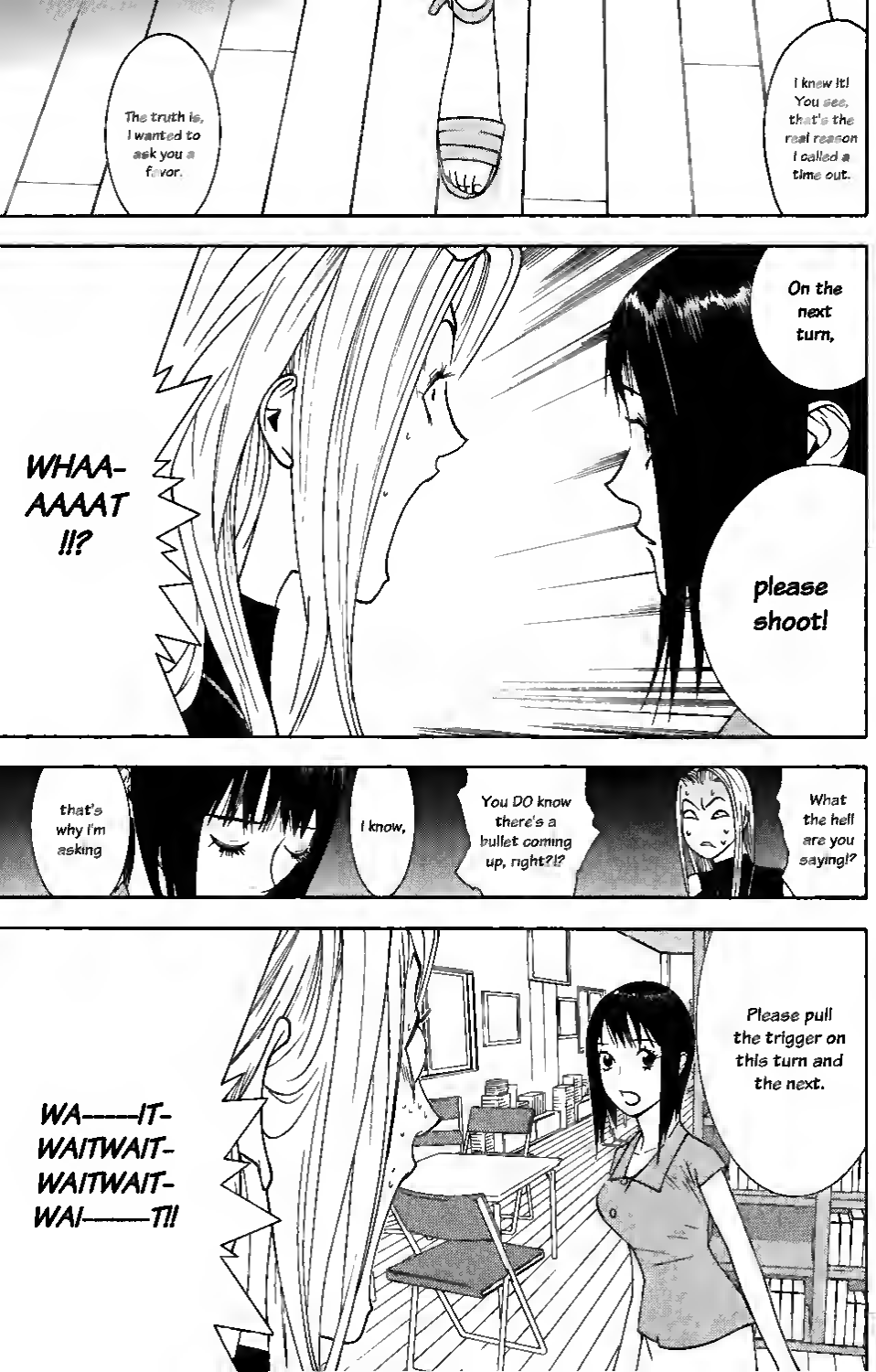

If things go like that, the end result would be a 264 million difference in score!!
... But that was a big mistake!
She's jumping ahead!
Erm... ummmm...
maybe by calculating backwards, that can give me the location of the bullet!
Okay, so... if 264 million is the final score, then...
I can bring the score down to 130 million!!
But if I shoot them instead
If she keeps hitting empty chambers up to the 20th shot, that adds up exactly to 264 million!!
13 E W ASS MISS EMPTY 194,000,000
14 E W ASS MISS EMPTY 204,000,000
15 E W ASS ASS EMPTY 214,000,000
16 E W ASS ASS EMPTY 224,000,000
17 E W ASS ASS EMPTY 234,000,000
18 E W ASS ASS EMPTY 244,000,000
19 E W ASS ASS EMPTY 254,000,000
20 E W ASS ASS EMPTY 264,000,000
Shot #21!!

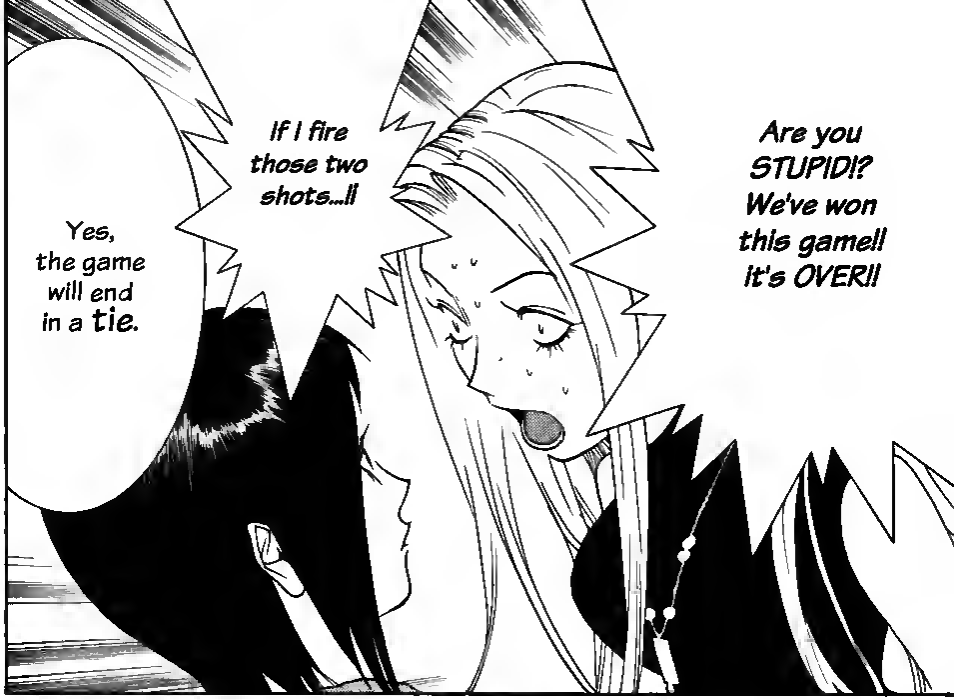
Basically, I can lessen the damage!!
And with a score of 130 million, there's still a chance to make a comeback!!
Eastern Area
Ku-kuku...
He may not look it, but that guy has a good eye for details
You saw how he caught the fake gunpowder.
But too bad his analytical skills stink!
He's your everyday retard-- the easiest type to take for a ride!
First, he looked like he figured something out, and then he started calculating something to himself.
Right then I knew,
he had totally fallen for it!
Right on schedule, for the 14th shot...
I'll shoot!
CLICK
Fu-fufu!
Ho--u...
The idiot was smiling ear to ear, clueless about what was going on.
At last, on the fated fifteenth shot...
I'll shoot!!

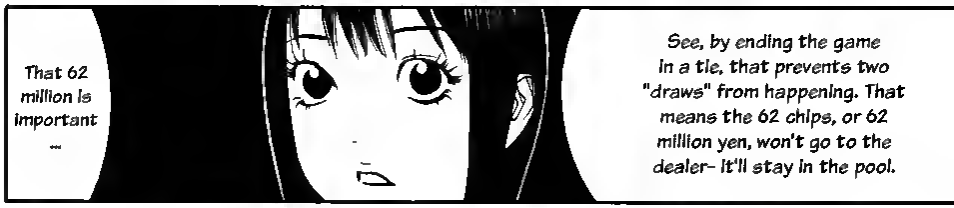
<Large sfx: BANG>

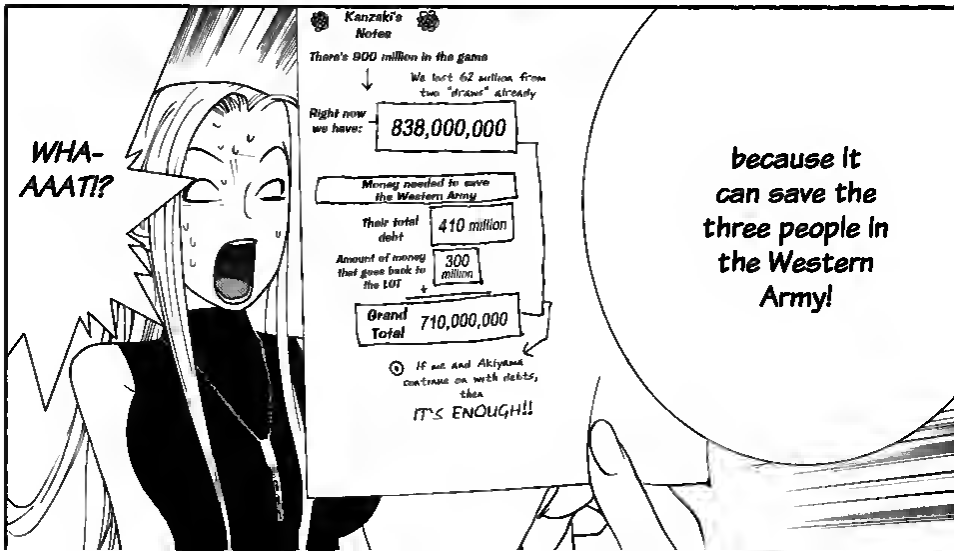

Both of us will keep passing for the next two turns, and in a draw, and after both rounds are fired by the dealer the game ends.
You even need to ask? The game's as good as settled




The truth is, I wanted to ask you a favor.
I knew it! You see, that's the real reason I called a time out.
On the next turn,
please shoot!
WHAA-AAAAT!!?
What the hell are you saying!?
You DO know there's a bullet coming up, right?!?
I know,
that's why I'm asking
Please pull the trigger on this turn and the next.
WA——IT-WAITWAIT-WAITWAIT-WAI——T!!

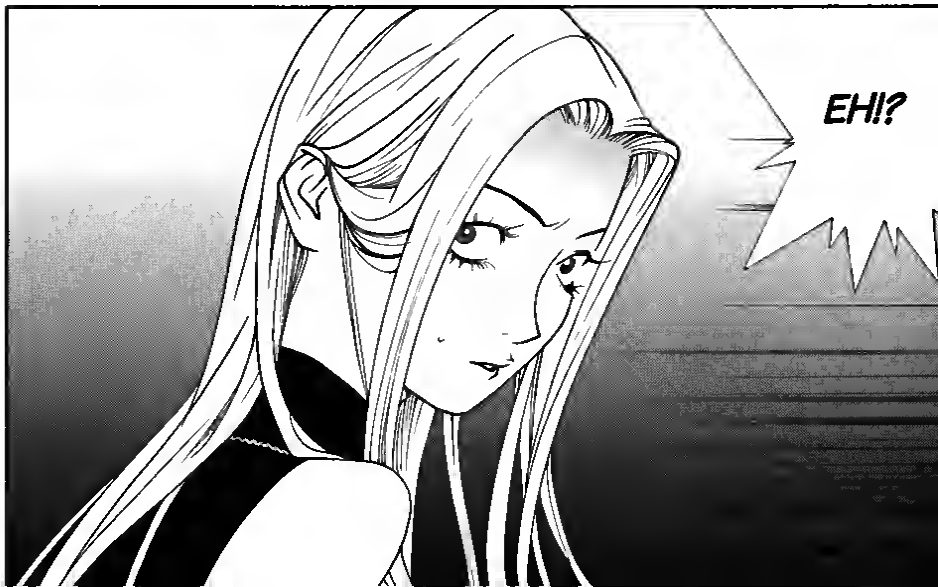

Are you STUPID!? We've won this game!! It's OVER!!
If I fire those two shots...!!
Yes, the game will end in a tie.

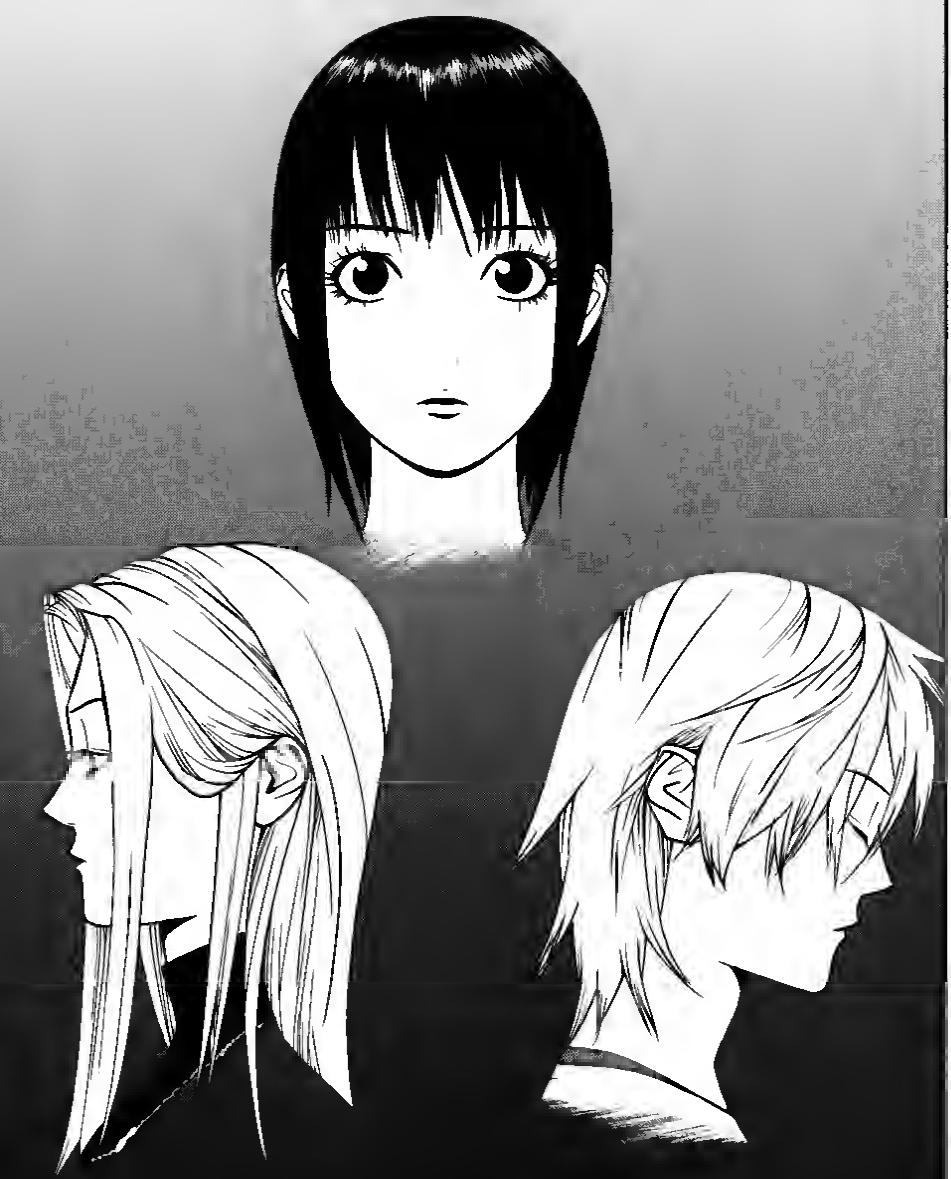

That 62 million is important ...
See, by ending the game in a tie, that prevents two "draws" from happening. That means the 62 chips, or 62 million yen, won't go to the dealer- it'll stay in the pool.


WHA-AAAT!?
Kanzaki's Notes
There's 900 million in the game
We lost 62 million from two "draws" already
Right now we have:
838,000,000
Money needed to save the Western Army
Their total debt
410 million
Amount of money that goes back to the LOT
300 million
+
Grand Total
710,000,000
If Mr. and Akiyama continue on with debts, then
IT'S ENOUGH!!
because it can save the three people in the Western Army!

Look, just think about this for a moment.
Why bother saving three complete strangers?
To make matters worse, the debt you and Akiyama already have goes up 100 million EACH!!
That's fine.
Akiyama Okada
If we win this and challenge Yokoya again,
we'll get enough to pay off everything!
Forget about fighting Yokoya, if we tie this game, there's no guarantee we can actually win this damn round!!
TALKING WITH A MORON-LIKE YOU PISSES ME OFF!!
No problem! Even if the games end in 1 win, 1 loss and 1 tie, as long as we have the higher number of chips, that's all that matters! We'll win by chips... I think.
... You're crazy!! You can't be so sure that'll work!!
I'M NOT DOIN' IT!! NO MATTER WHAT!!
Oh? that's a real shame,

I had the perfect plan to make you tons of money!
because had you agreed to help me make this game a tie,

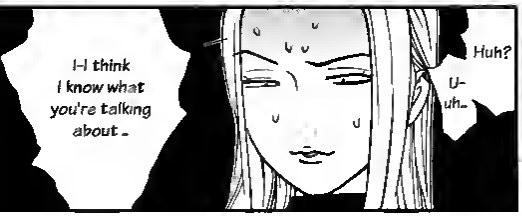

EH!?

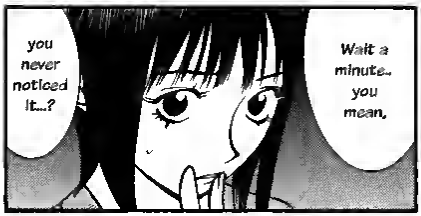


Chapter 67
Agitation

What...
... did you just say!?
... make money!?
... I'll...
If I make this game a tie...
... Well, it wasn't my idea. Mr. Akiyama came up with it!
Yes!
<sfx. nod>
Hey, Mr. Akiyama!
It's for Mr. Fukunaga's benefit to make this game a tie, right?

Huh ...?
TELL ME! HOW DOES IT MAKE ME MONEY!?
WHAT IS IT!?

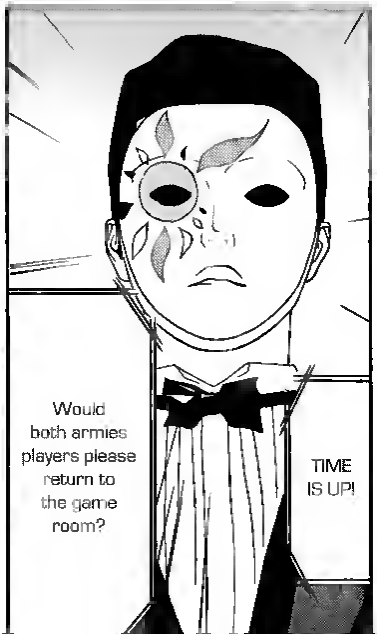

I-I think I know what you're talking about..
Huh?
U-uh..


you never noticed it...?
Wait a minute.. you mean,

Okay, sure...
Sigh.
acting tough
I'm all ears!
But just in case, go ahead and say it!

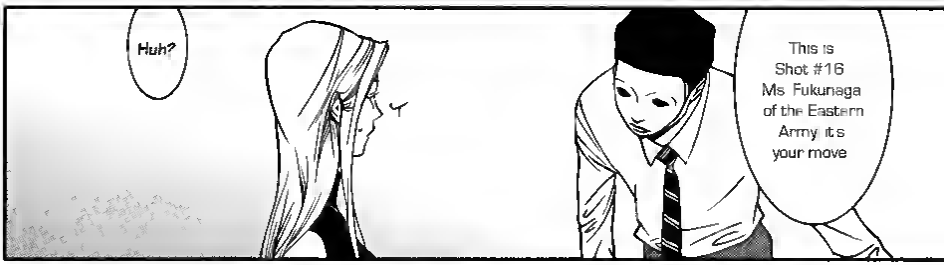
Okay, we are counting on you Mr. Fukunaga!
EEEH!!?

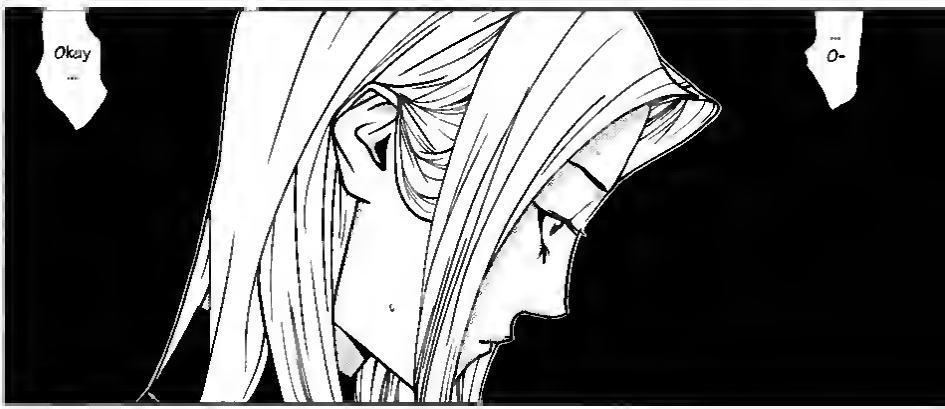
EH!!?

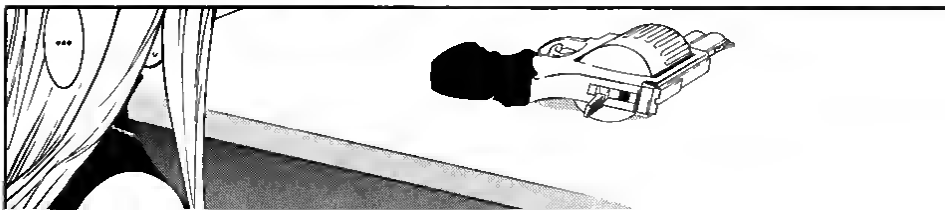

Would both armies players please return to the game room?
TIME IS UP!

If you don't make this game a tie, there'll be two "draws" and the Dealer will get the whole 62 million, see?
But! if you tie the game, the 62 million belong to us players, so...
NNNNNNNNNN!!

We will now resume the game.


Huh?
This is Shot #16 Ms. Fukunaga of the Eastern Army. It's your move


Okay ...
...O-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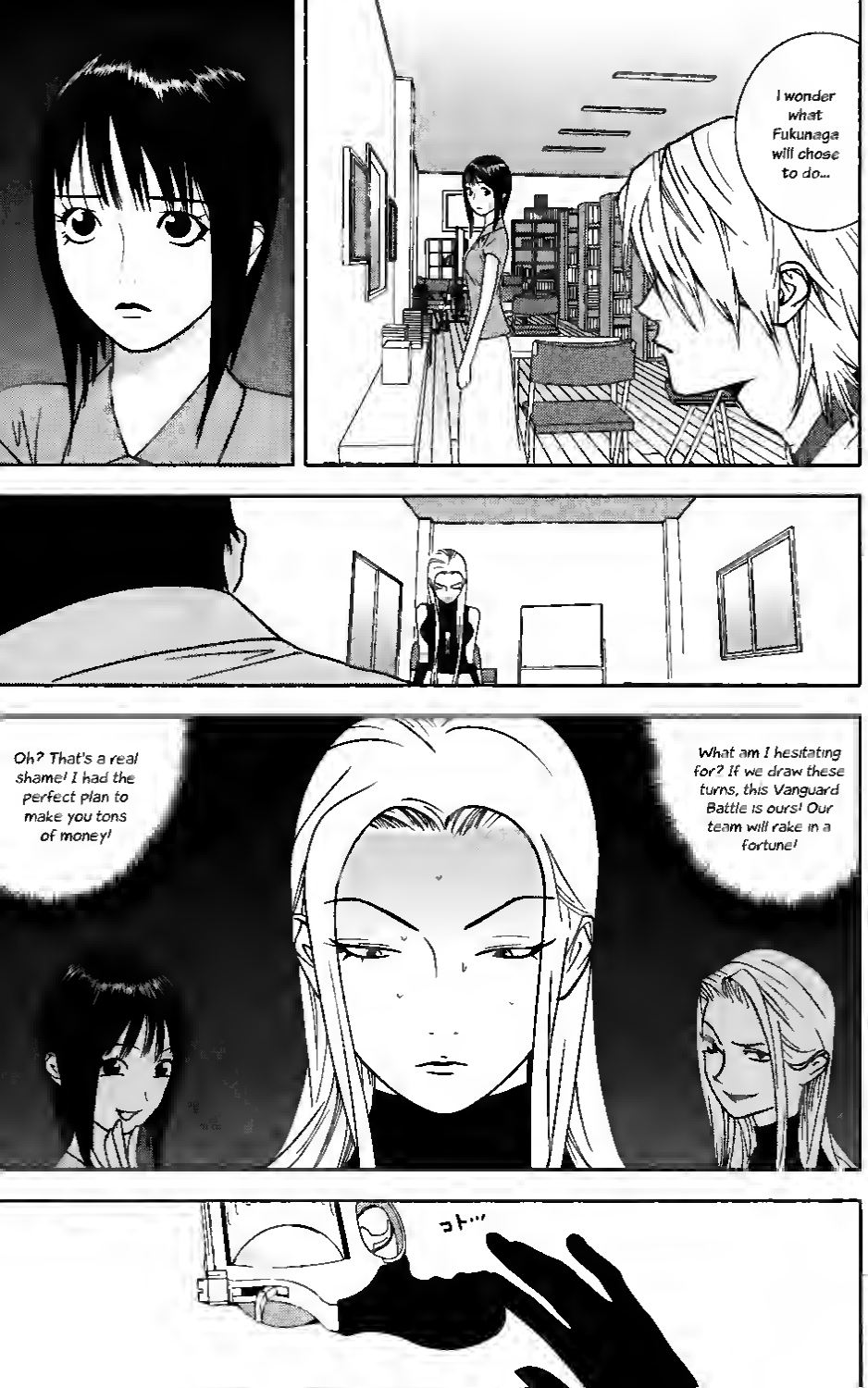
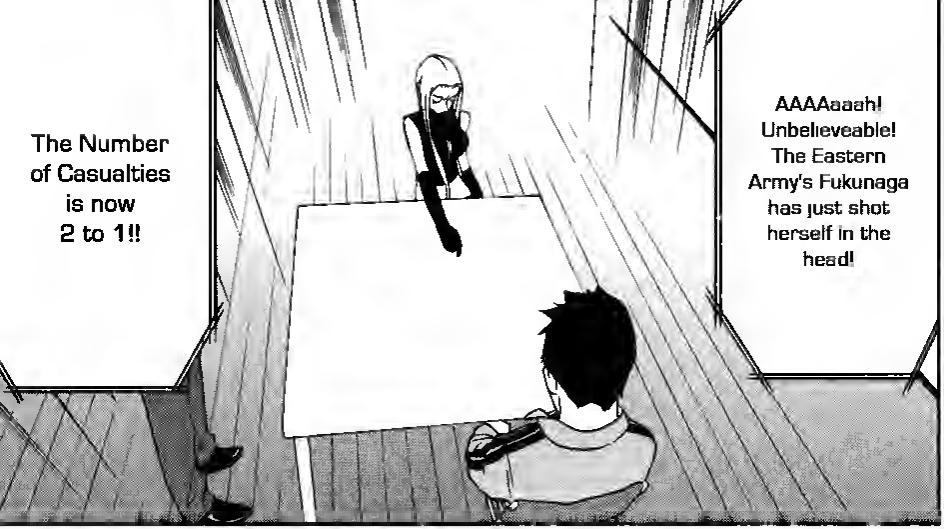
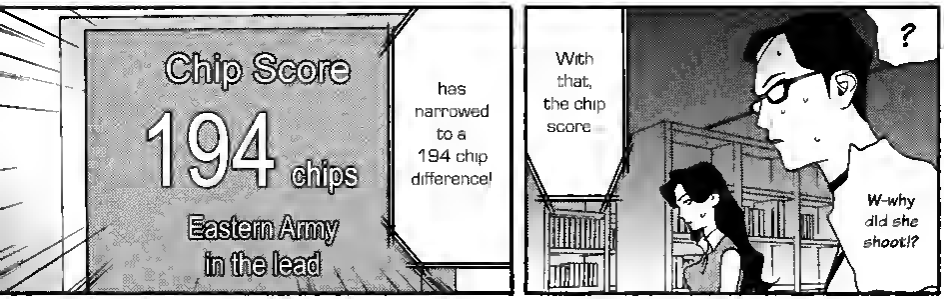
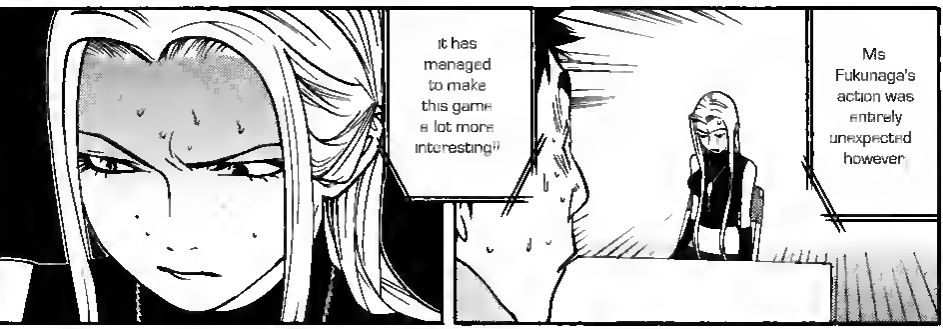

I wonder what Fukunaga will chose to do...
Oh? That's a real shame! I had the perfect plan to make you tons of money!
What am I hesitating for? If we draw these turns, this Vanguard Battle is ours! Our team will rake in a fortune!
コト…

!!
I'll shoot!
WHY !!?
!?
!!
ガ…
<sfx. BANG>


The Number of Casualties is now 2 to 1!!
AAAAaaah! Unbelieveable! The Eastern Army's Fukunaga has just shot herself in the head!


Chip Score
194 chips
Eastern Army in the lead
has narrowed to a 194 chip difference!
With that, the chip score...
?
W-why did she shoot!?

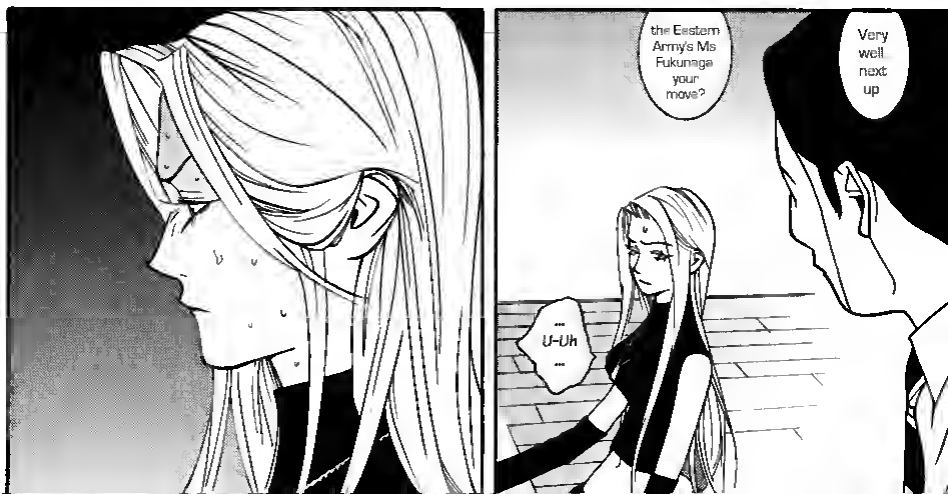

It has managed to make this game a lot more interesting!!
Ms Fukunaga's action was entirely unexpected however

?
The real problem's up next.

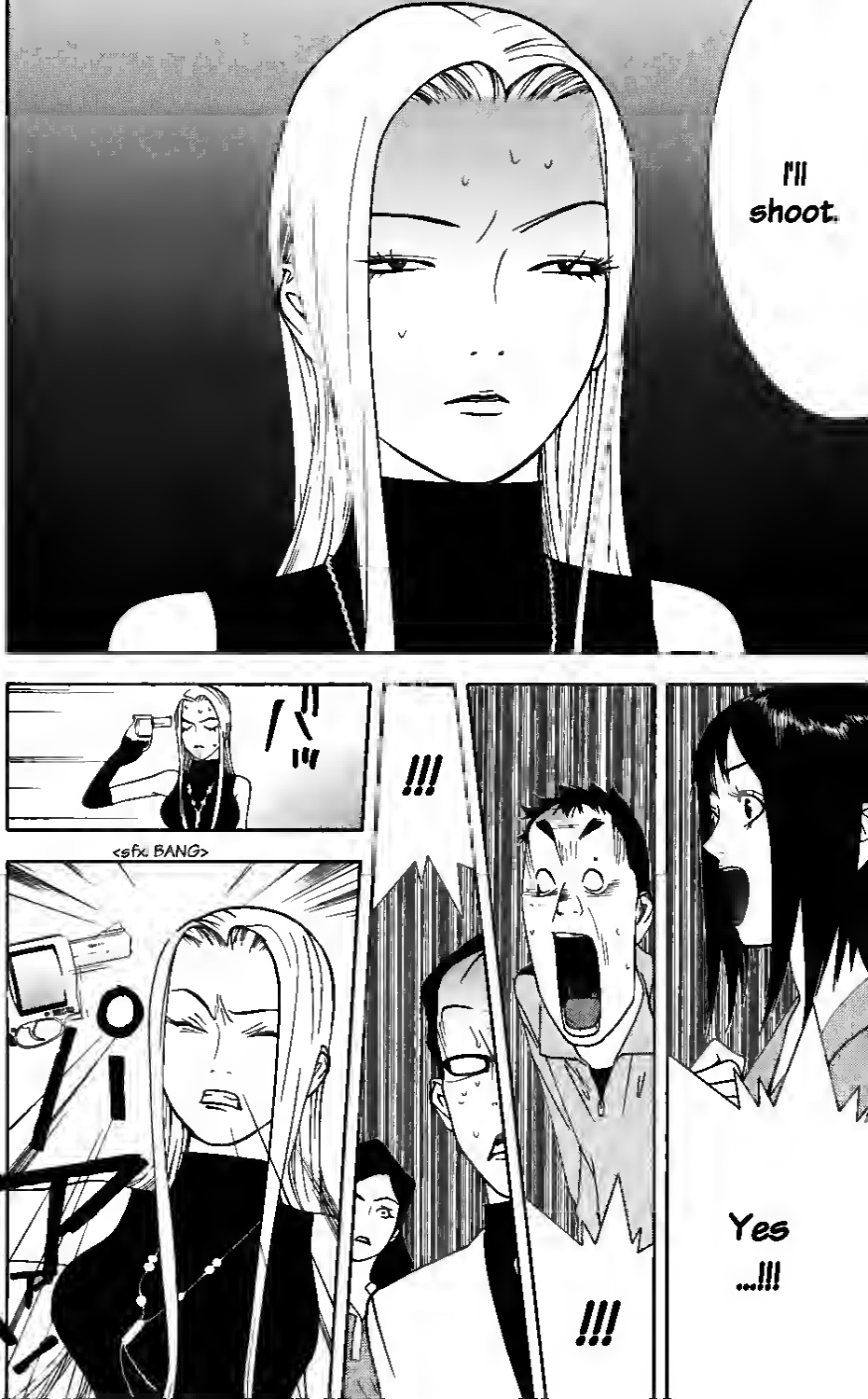
will he now choose to keep passing, or will he decide to tie the game?

This time it's up to the Western Army's Mr Nishida to move first
Shot #17

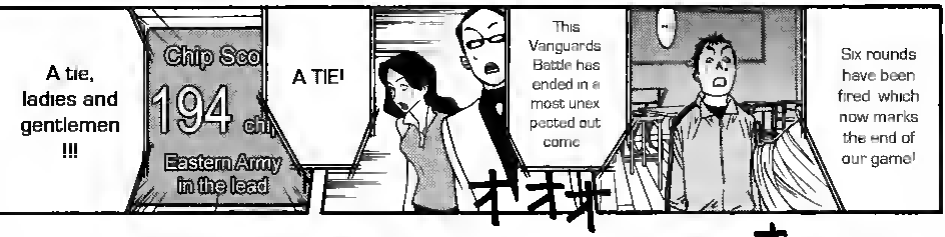
Pass!
... Pa-


the Eastern Army's Ms Fukunaga your move?
Very well next up
... U-Uh ...

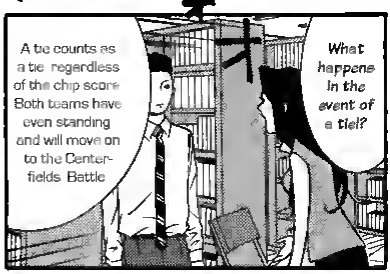
ドキドキ
ドクドクドク
<sfx: doki doki>
<sfx: doki doki (heartbeat)>
<sfx: haa—— (exhale)>
<sfx: suu— (inhale)>


I'll shoot.
I'll
!!!
<sfx. BANG>
!!!
Yes ...!!!

I-Incredible! The Eastern Army has suffered their second casualty in a row—!!

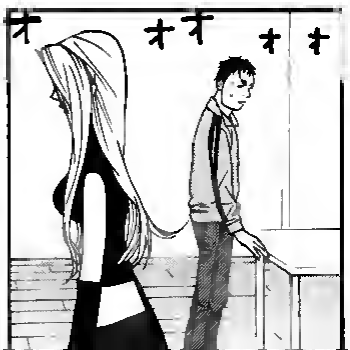

A tie, ladies and gentlemen !!!
Chip Sco
194 chi
Eastern Army in the lead
A TIE!
This Vanguards Battle has ended in a most unexpected out come
Six rounds have been fired which now marks the end of our game!

In that case the victor is decided by the team with the higher quantity of chips
What happens if this war ends in i win, I loss, and a tie?

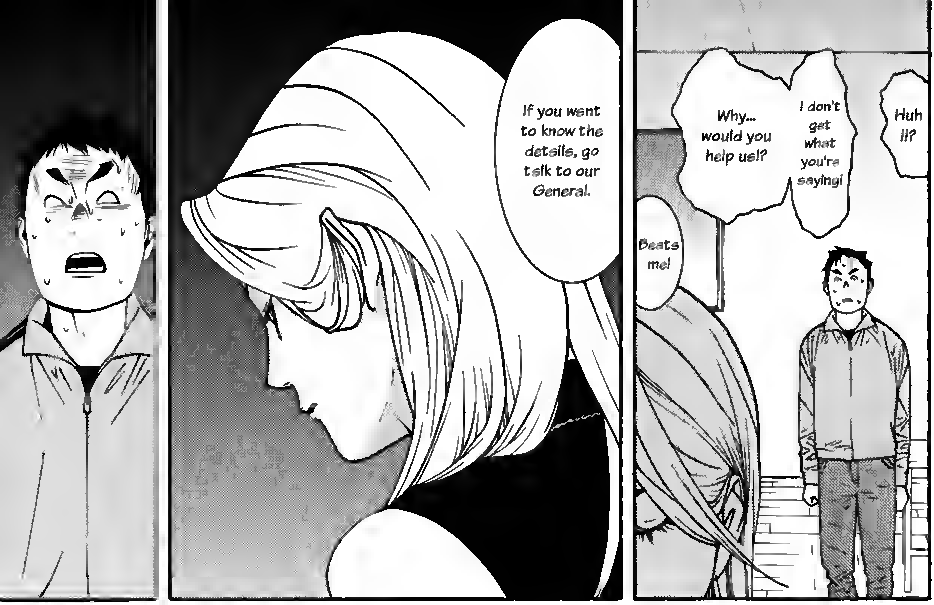

A tie counts as a tie regardless of the chip score Both teams have even standing and will move on to the Center-fields Battle
What happens in the event of a tie!?

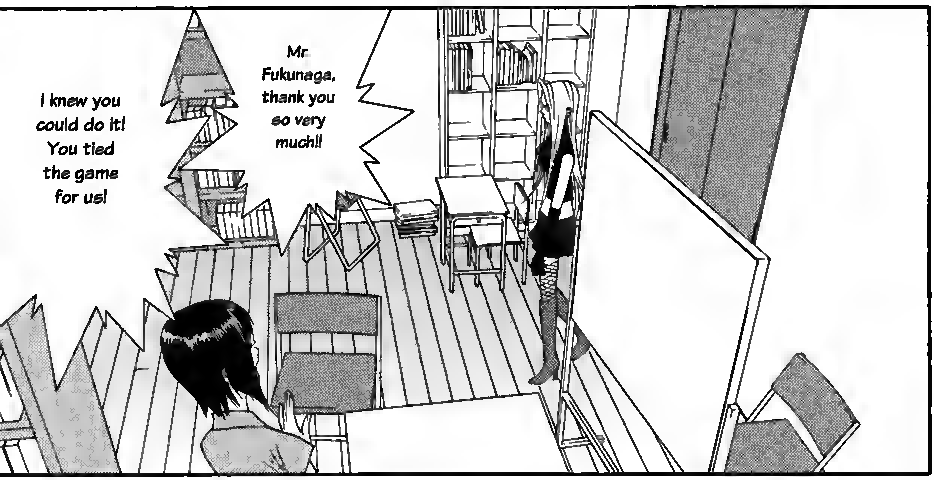
If you hadn't shot.. If you had just passed, you would've won. So.. why...!?

..Why did you do it?
..Why did you shoot?



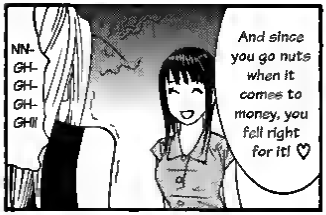
you guys would've been screwed.
If I had passed,
...Huh?
...
I SHOT ON PURPOSE TO SAVE YOUR TEAM!!
IT WAS THE ONLY WAY! I HAD TO TIE THE GAME TO STOP THE DEALER FROM TAKING AWAY ANY MORE MONEY!!


If you went to know the details, go talk to our General.
Huh !!?
I don't get what you're saying!
Why... would you help us!?
Beats me!


Mr. Fukunaga, thank you so very much!!
I knew you could do it! You tied the game for us!

No need to thank me. Now let's finish that conversation from earlier
How was it that I'd profit from making this Vanguards' Battle a tie?
Ah!!
Oh, right.

That...
was a LIE.


And since you go nuts when it comes to money, you fell right for it! ♡
NN-GH-GH-GH-GH!!

WHAA AAAAAT !!?
If I hadn't said that, there's no way you would've tied the game!

WHY I OUGHTA —!!!
Hey, don't get angry!

A game about deceiving others... am I right?
This is the LIAR GAME, after all!
Okie-dokie!
I'll really KILL YOU!
If you DARE screw up, I'll...
Now that we've gotta play the 3rd game...
If I had won that game and Akiyama the next one, we'd be done with the round!
She was the one who came up with the idea to tie the Vanguards' Battle. When she explained it to me I said, "good idea!"... that's it.
Woah, we didn't team up to trick you.
The two of you worked together to trick me!
What, you're an her aide!?
Ku-kuku...
Nobody tricked you.
That's the same as working together to trick me!!
See!? You encouraged her!!

What she said was the truth.
Think about it.
Eh?
...
but what she said to you was actually true.
I don't know if you could call this a fluke or just plain irony,
— However,
Naturally, she never had any plan for you to profit from this.
a lie that came from her heartfelt desire to save our 3 opponents.
Yes, she did tell you a lie,
is indeed by forcing the Vanguards' Battle to end in a tie.
!!
The way for you to make the biggest profits in this game,

Honestly I don't have an ounce of the noble feelings Kanzaki Nao is carrying.
so the only reason I encouraged her idea,
was because ...
It'll lead to the "victory" I'm striving for.
What happens to those 3 is none of my business.
I only want...
to weed out who the ringleader is behind this whole mess,
and destroy him.
THAT is my sole purpose.
That's it, in a nutshell I encouraged making this Vanguards' Battle a draw to advance my own agenda... and besides that,
It also happens to be the way for you to maximize your profits.
...
What do you mean !!?
Shh!
Explain to me how!!
This room is loaded with security cameras all over.
I'll give you the full run-down after this round is finished.
!!
!!
It is now time for the Centerfields' Battle!!

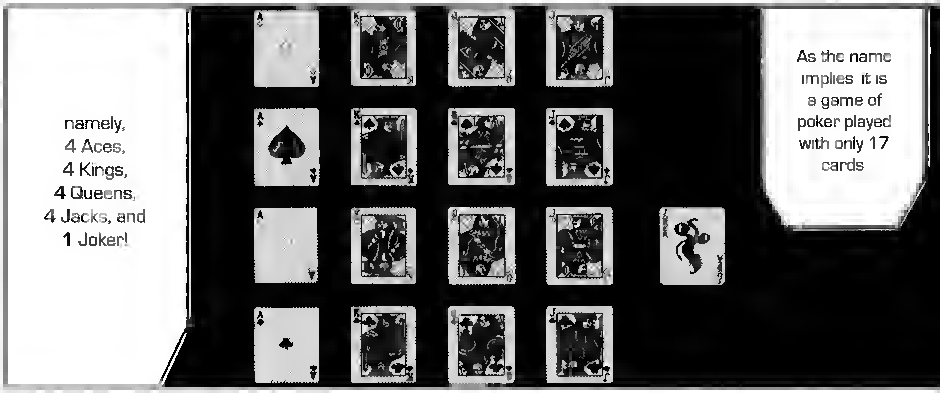
None other than
We have the perfect game in store!
SEVENTEEN CARD POKER!
Poker ...?
Seventeen card...

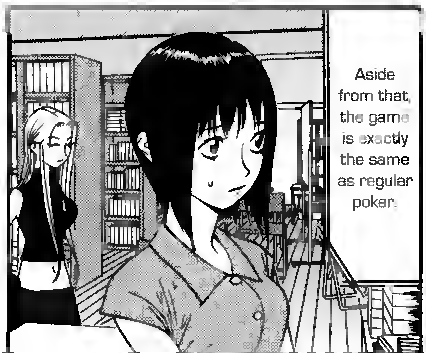
Chapter 68
Centerfield

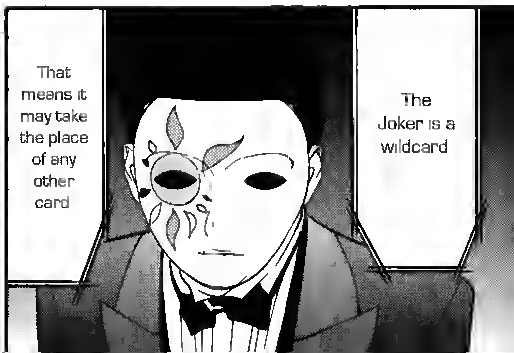
SEVENTEEN CARD POKER!
And the game for our Centerfields' Battle shall be...

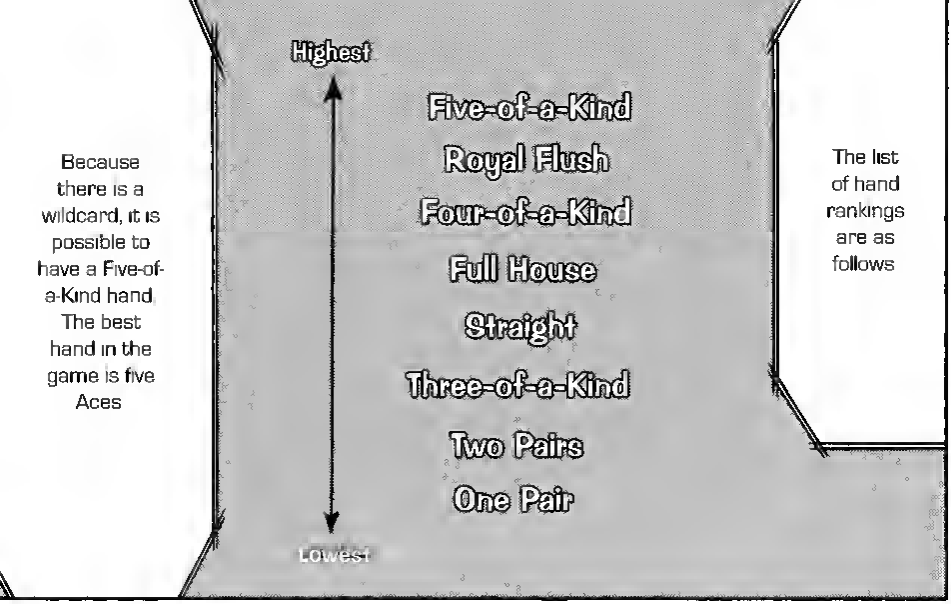
Seventeen Card Poker...?

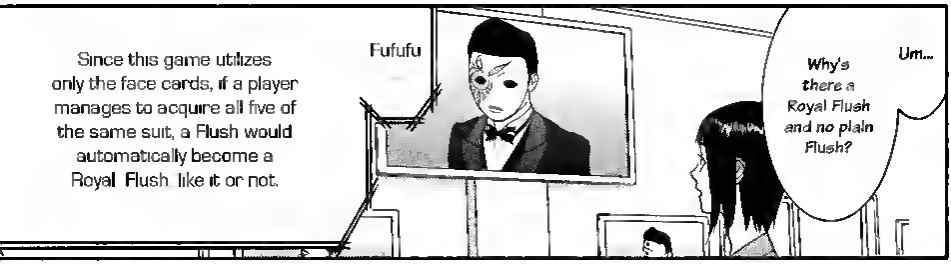
...S...
?

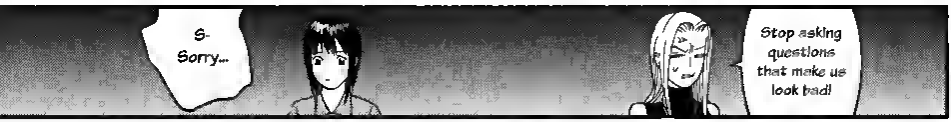

namely, 4 Aces, 4 Kings, 4 Queens, 4 Jacks, and 1 Joker!
As the name implies it is a game of poker played with only 17 cards


Aside from that, the game is exactly the same as regular poker.


That means it may take the place of any other card
The Joker is a wildcard

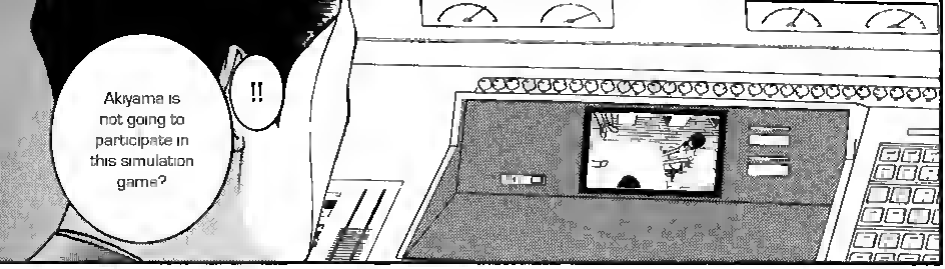

Highest
Five-of-a-Kind
Royal Flush
Four-of-a-Kind
Full House
Straight
Three-of-a-Kind
Two Pairs
One Pair
Lowest
Because there is a wildcard, it is possible to have a Five-of-a-Kind hand. The best hand in the game is five Aces
The list of hand rankings are as follows


Since this game utilizes only the face cards, if a player manages to acquire all five of the same suit, a Flush would automatically become a Royal Flush, like it or not.
Fufufu
Um...
Why's there a Royal Flush and no plain Flush?


S-Sorry...
Stop asking questions that make us look bad!

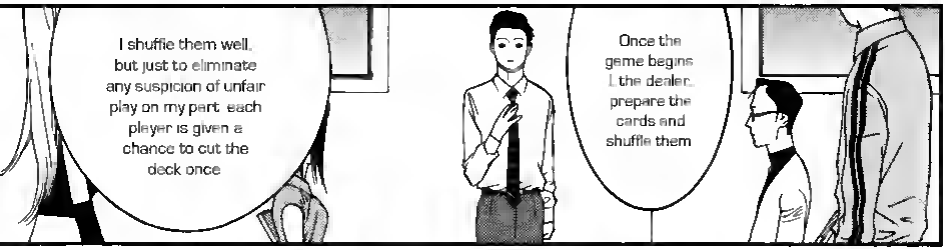
As we just did with the Vanguards' Battle, we'll now hold a simulation game to better explain the rules.
...
...Even with all that being said, there are no real differences between the rules here and of regular poker. If you think of this as poker with just 17 cards, you have the gist of it.
Very good, now the dealer on-site will give you more detailed instructions.
Allow me to continue from here.

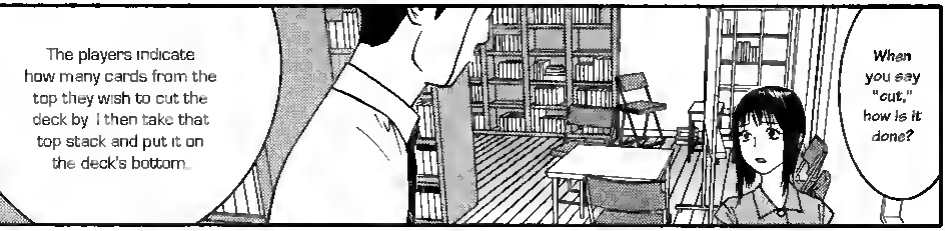
Would one player from each team please step forward?
Nao !!
I happen to be pretty good at poker, believe it or not!
Ah .. I'd be happy to do it!
Why don't you leave this simulation game to Nao again?
Okay!
Well, not like you can, anyway.. For the time being, just try and pay attention to the other player's habits. That alone can change the outcome considerably.
Poker is a game about reading your opponent.


Akiyama is not going to participate in this simulation game?
!!

Kuku-kuku...
that would have been in his best interests to try out first!

This is the kind of game
Things have gotten a lot more interesting!
Ku-kuku


I shuffle them well, but just to eliminate any suspicion of unfair play on my part each player is given a chance to cut the deck once
Once the game begins I, the dealer, prepare the cards and shuffle them


The players indicate how many cards from the top they wish to cut the deck by. I then take that top stack and put it on the deck's bottom.
When you say "cut," how is it done?

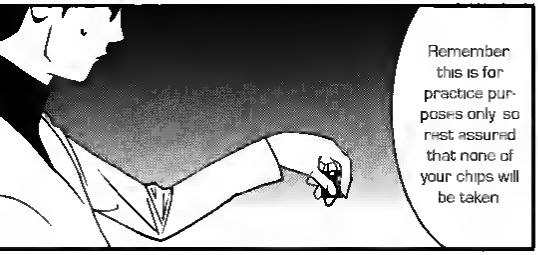
Let's give it a try shall we?
KACHA

In order to prevent that, players are given a chance to change the card sequence.
Very skilled dealers have the ability to deal a much better hand to a player.
I see.

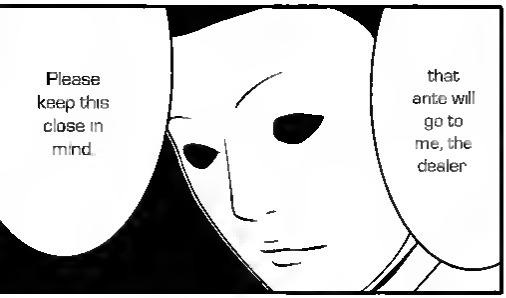
Ms Kanzaki how many shall it be?
Okay it's time to cut the cards
Five cards it is
Five cards!
Hm ...
Ten cards.
Mr Kikuchi?

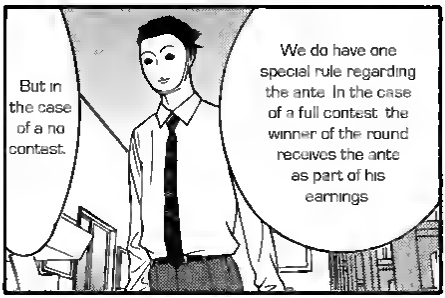
Before players are dealt any card, they must pay an ante or a forced bet to participate in the round
Now allow me to explain how the betting works

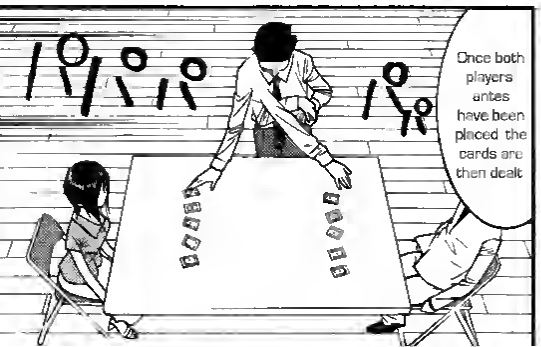
is five chips.
The ante for Seventeen Card Poker


Remember this is for practice purposes only so rest assured that none of your chips will be taken

Please place five chips on the table for me


Please keep this close in mind.
that ante will go to me, the dealer


But in the case of a no contest.
We do have one special rule regarding the ante. In the case of a full contest, the winner of the round receives the ante as part of his earnings

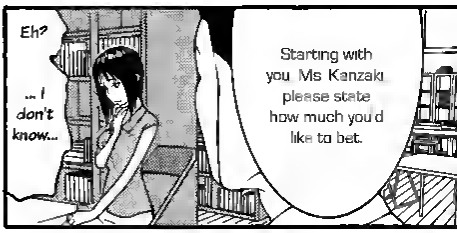

Once both players antes have been placed, the cards are then dealt

There are several cases which constitute a no contest. I'll explain them as we go along.
What does no contest mean?

I've already gotten a Pair of Aces! Looks like a strong hand!
Ooh!

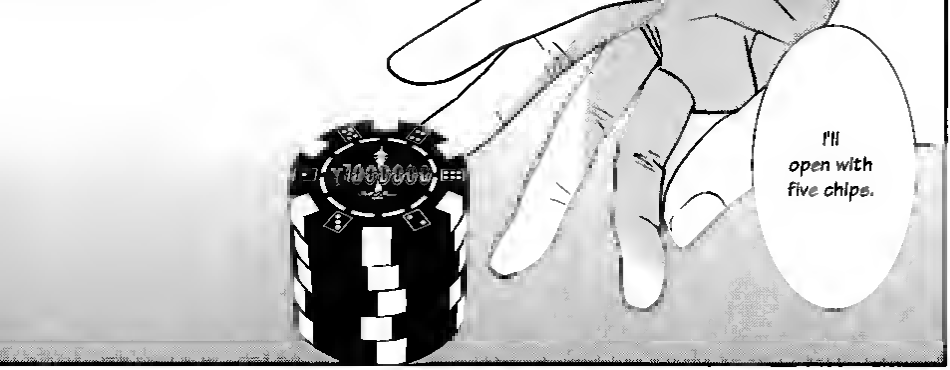
The minimum bet is the same as the ante, so five chips. The maximum bet is three times the ante, or fifteen chips.
After each player's five cards are dealt, we then have our first round of betting... or in other words, your chance to gamble.

This game doesn't count!! Don't check, you ditz!!
Okay! Then I check!!
If you call "Check," you can wait and see how your opponent will move.

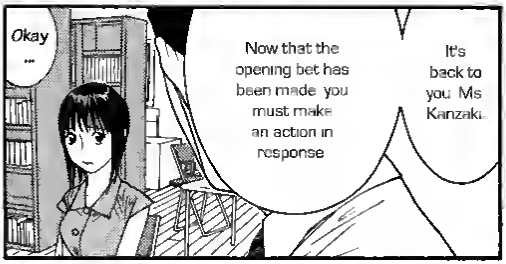

Eh?
...I don't know...
Starting with you, Ms. Kanzaki, please state how much you'd like to bet.

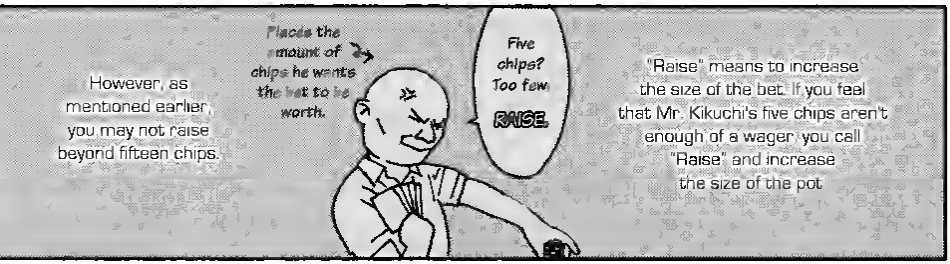
I won't check.
This means all ten chips serving as ante will come into my possession.
Oh, I should mention that if "Check" is called twice, then that is considered no contest.

I
Very well, Mr. Kikuchi. What will you do?

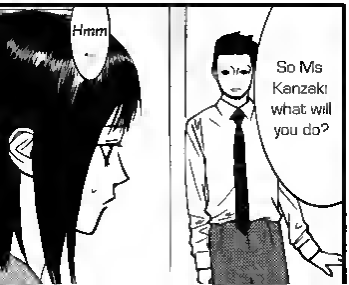

I'll open with five chips.

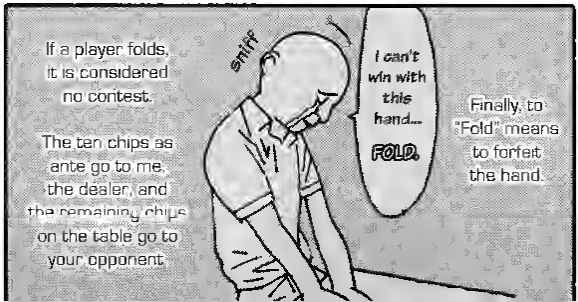
"Raise"
"Call" or
"Fold"
There are three possible actions.


Okay ...
Now that the opening bet has been made you must make an action in response
It's back to you Ms Kanzaki.


However, as mentioned earlier, you may not raise beyond fifteen chips.
Places the amount of chips he wants the bet to be worth.
Five chips? Too few. RAISE.
"Raise" means to increase the size of the bet. If you feel that Mr. Kikuchi's five chips aren't enough of a wager, you call "Raise" and increase the size of the pot

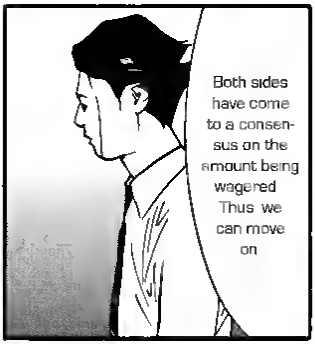
You then place five chips on the table to match your opponent's amount.
Five chips? Sounds good. CALL.
To "Call" means to match the opponent's bet. If you feel Mr. Kikuchi's bet of five chips is just right, then you call his wager


Hmm
So Ms Kanzaki what will you do?


If a player folds, it is considered no contest.
The ten chips as ante go to me, the dealer, and the remaining chips on the table go to your opponent.
sniff
I can't win with this hand... FOLD.
Finally, to "Fold" means to forfeit the hand.

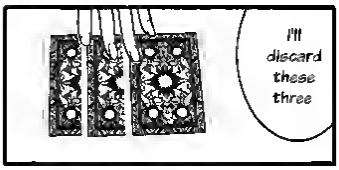
HUH!?
WHY'RE YOU RAISING !!?
I'll raise 10 chips!
RAISE!!

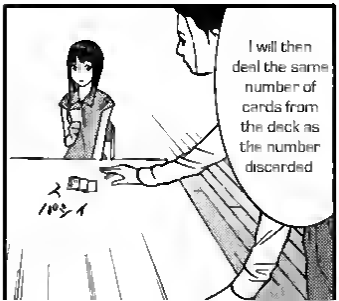
...
I've heard it's a good idea to go in on a hand with a pair of kings or higher.
My hand isn't that bad!
Look!


Both sides have come to a consensus on the amount being wagered Thus we can move on

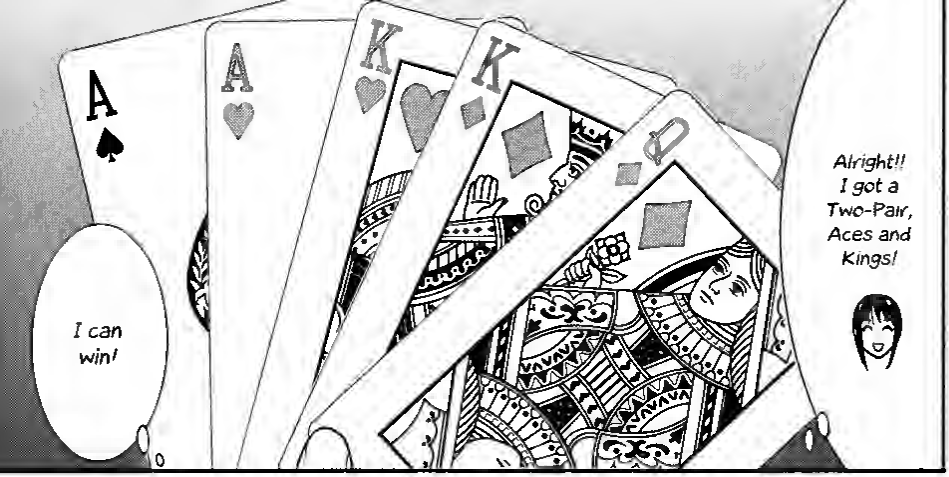
CALL.
I'll...

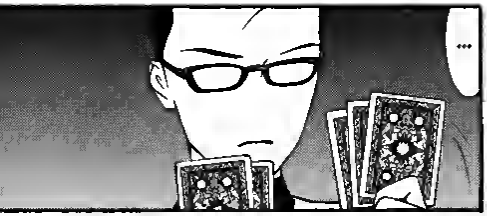
Mr Kikuchi what is your response?
...


I'll discard these three


I will then deal the same number of cards from the deck as the number discarded

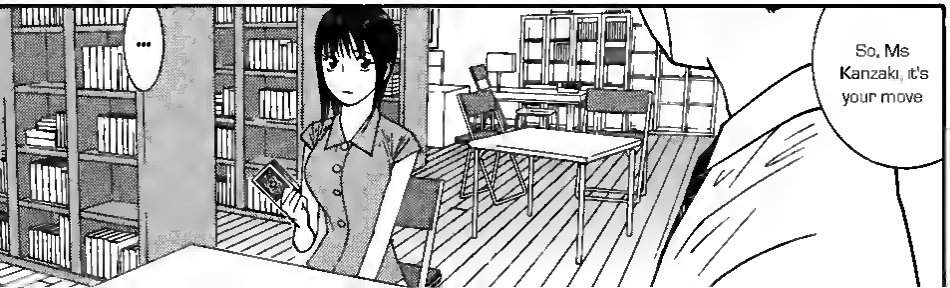
Please discard any card in your hand you don't care for
Ok ...
The first player who gets to exchange is the last one to have placed a bet
In this case, Ms Kanzaki last raised the bet to 10 chips so we'll start with her
Next, you have a chance to exchange cards


I can win!
Alright!! I got a Two-Pair, Aces and Kings!


...

Hm... I'll discard these three too.

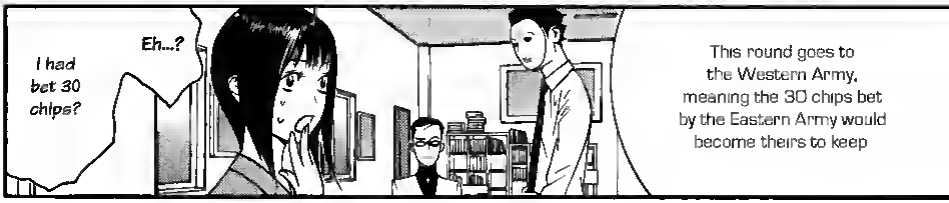
Here, the minimum starting bet is the same as the last bet from the first round. In this case, that would be ten chips. The maximum bet for this interval is six times the ante, or thirty chips.
Once we finish exchanging cards, we move into the second round of betting.

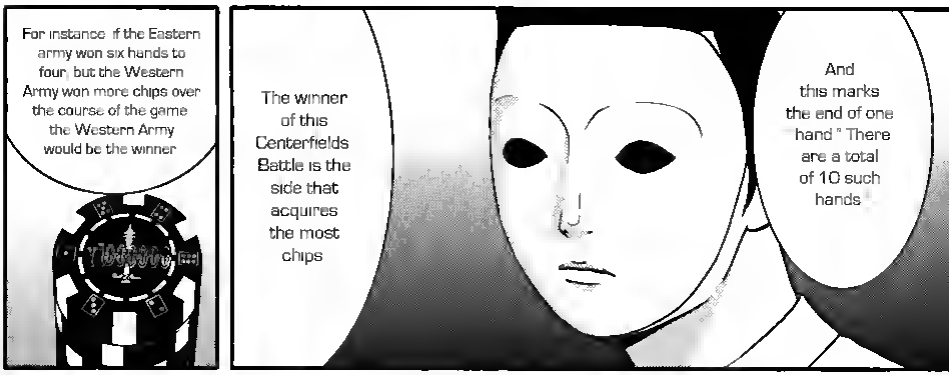

...
So, Ms Kanzaki, it's your move

15 CHIPS.
RAISE.
PHWAAA !!?
This is just a mock game, so have fun.
N-Nah, it's nothing, nothing.
What?
But remember, that will be considered no contest. I will collect the ante and your opponent will collect the ten chips you've bet thus far.
If fifteen chips are too much for you, you can fold and pull out of this hand.
Mr. Kikuchi, what will you do?
CALL.
No thanks, I'll stay in.

After the second round of betting, it's finally time for the reveal!
We have just heard "Call!" That means this second round of betting is completed.
...
...
When I shout "Open!" I would like both of you to reveal your hands, please
OOOPEN!!
ピッ
ピッ

Ah...
I lost ...!

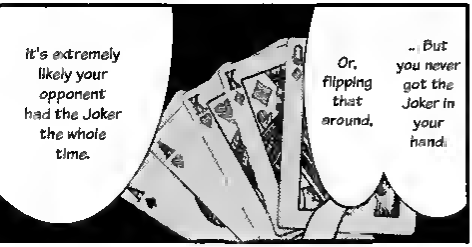

Eh...?
I had bet 30 chips?
This round goes to the Western Army, meaning the 30 chips bet by the Eastern Army would become theirs to keep

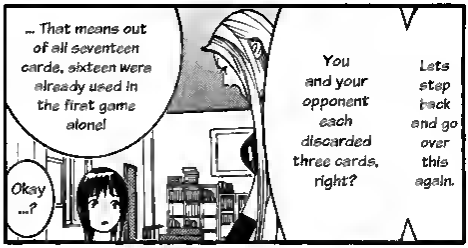

For instance, if the Eastern army won six hands to four, but the Western Army won more chips over the course of the game the Western Army would be the winner
The winner of this Centerfields Battle is the side that acquires the most chips
And this marks the end of one hand." There are a total of 10 such hands

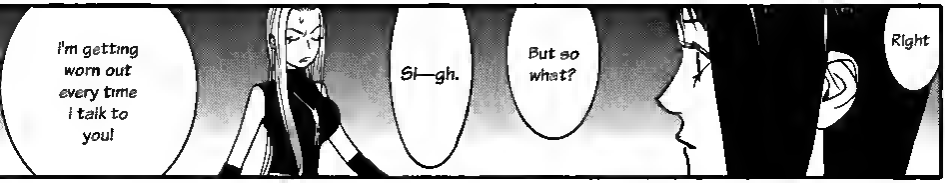
Whew, thank God this was just a simulation game!
then you mean I'd have lost 30 chips... 30 million that fast!?
If this... "hand" had counted...

Eh...!?
with the worst hand possible ...!?
What were you doing raising twice...

Si——gh. No wonder everyone calls you an idiot!
I lost because I had bad luck, that's all
I don't know what you're talking about!
But... it was a good hand!


it's extremely likely your opponent had the Joker the whole time.
Or, flipping that around,
... But you never got the Joker in your hand.


... That means out of all seventeen cards, sixteen were already used in the first game alone!
Okay ...?
You and your opponent each discarded three cards, right?
Lets step back and go over this again.


I'm getting worn out every time I talk to you!
Si——gh.
But so what?
Right

The Joker is a wildcard that can stand for any other card in its place... which means...
Try for a moment to imagine a hand with the Joker in it.

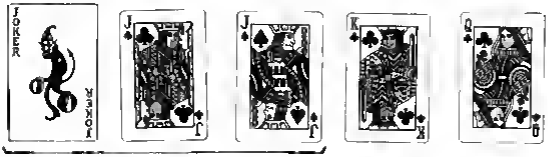
● If the other four cards are all different, then...

◎ You are guaranteed a STRAIGHT

(Straight > Three-of-a-Kind > Two Pairs)

● If the other cards are not all different, then...

→ In the case of having only one pair, for example



because the Joker can take the place of any other card,

◎ You are guaranteed at least a THREE-OF-A-KIND

(Three-of-a-Kind > Two Pairs)

As long as you have the Joker in hand, you're guaranteed at least a Three-of-a-Kind or better.

If you try to play this game like normal poker, you're going to run into serious trouble!
You got it?
I need to make sure Akiyama is aware of it too.
Ku-kuku...
That's right! this Seventeen Card Poker is completely different from regular poker
Because there are only seventeen cards,
a completely new type of game will unfold!
Ku kuku...
And above all else...

NOTES BY VAVOYSH

Move over shrimpy, it's my time to rant!

Poker is a very popular game. There are many different versions of it, and I know a lot about them. The version that Seventeen Card Poker is based on is called "Limit Five Card Draw."

The basic rules of poker are simple. Each player is dealt a different number of cards. They then must use those cards, as well as any special card, to create the best five card hand possible. Depending on the version, you have the chance to receive new cards either by them being dealt or by discarding and drawing new cards.

The winner of each "hand," as it's called, is determined by the combinations of cards that they hold, as stated in the chapter. That list is accurate, only missing two hands: the Flush [which is better than the Straight], and the Straight Flush [which is better than Four-of-a-Kind]. They added the Five-of-a-Kind. They are arranged in order of most to least difficulty, meaning that the Royal Flush [the hand worth the most] is a lot harder to get than the single pair [the hand worth the least]. The values of the cards don't matter when determining the victor. This means that if a person has a pair of Aces, and another has two pairs, 2's and 3's [which means a pair of twos and a pair of threes], then the second person would win, even though the values of his cards are less.

As explained, there are 4 actions that a person can do in each round of betting. They are "Check," "Call," "Raise/Bet," and "Fold." When a person checks, it is akin to a pass – the next person goes. When a person calls, he puts in the same amount of chips that has been bet. When a person raises, then he puts in the same amount of chips that has been bet, and more. In order to stay in the hand, the other player who called before must put in the extra amount. If a person folds, they forfeit the hand, and all chips go to the other player.

"Limit Five Card Draw" is the easiest version of poker to learn. Each player is dealt five cards. After a round of betting, they can discard up to four of their cards [or three, depending on where you play, rules can vary slightly], and draw the same number of cards discarded from the deck. After another round of betting, each player reveals their hands, and the outcome is decided. The "Limit" part comes from the maximum amount that you can raise at any given time.

Now, because of the differences with Seventeen Card Poker and normal poker, the game changes. As Nao said, usually going in with a pair of kings or higher is good. But, in this game, as Fukunaga explained, it is actually rather bad, because of the existence of the Joker. Also, because of the Joker, it makes anything 2-pair or less practically worthless, for the reasons Fukunaga explained. In addition, the odds of drawing a Three-of-a-Kind increase, due to the smaller amount of cards. The most important part of this is the "no contest" rule, however.

The main bad guys are the LGT Office. They can stand to make enormous amounts of cash if either player folds. If either player folds in either betting round, then LGT takes 10 chips, or 10 million. Thus, if they want to be able to save all of the contestants, neither player is going to have to fold ever. This will become difficult, as by nature, against huge raises, people are more willing to conserve their stacks rather than risk them by folding. Due to the minimum bet rule, the pot [and bet] size is sure to go up dramatically, causing the players to want to fold, making the LGT more money. How much money that they'll win is up for debate, because instead of in the 24-Shot Russian Roullete, where they would make 31 million each time, for an untold amount of times, this is 10 million each time, for maximum 10.

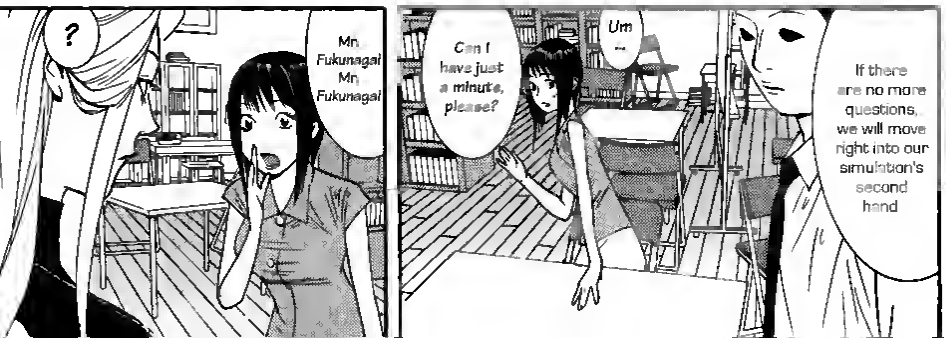
This is one messed up game. Wish I could play it.

this game can be said to be the perfect fit for the talents of the West's Centerfield, Kikuchi
When it comes to Kikuchi and this Seventeen Card Poker Game...
he's something to be feared!
Akiyama... If you underestimate this man just because he ended up in a Revival Round, you're going to get burned!
It's no exaggeration
that this man may very well devour Akiyama as a whole!

Chapter 69
Natural Talent

Chip Score
60 chips
Western Army in the lead
The game's progress will be shown progressively on the same monitors as in the Vanguards' battle

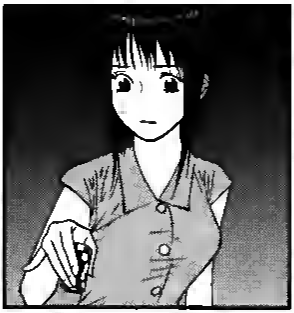
Ah!!
will last for only 4 more hands
In the real game we will hold 10 hands in total but for simplicity's sake this simulation game...
All subsequent hands are mere repeats of what we just had

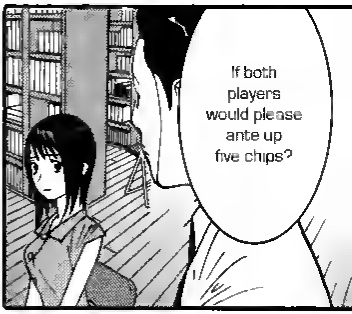

?
Mr. Fukunaga! Mr. Fukunaga!
Can I have just a minute, please?
Um ...
If there are no more questions, we will move right into our simulation's second hand

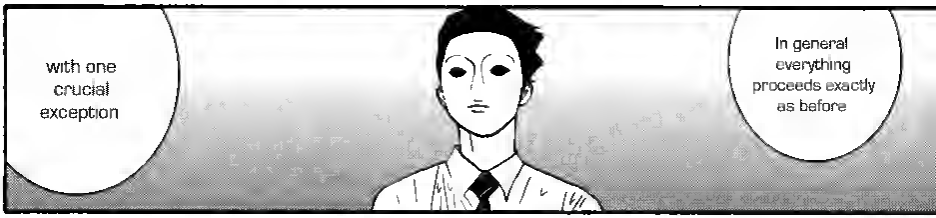
I figured out the perfect plan!
Whaat!?
!?
My idea is...
Tell me!
Well, what is it!?
!?
Do you remember the last Revival Round...? The Downsizing Game?
to mark the cards!

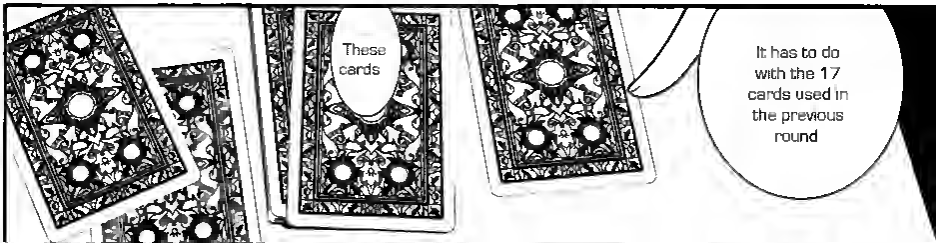
I had forgotten... all about... that...
Oh, yeah
You and I played a little card game in the middle.
B-But there was no visible mark!! I thought of that and looked all over but never found one!!
WHAT !!?
I had marked a card!
Well, the truth is...
You had won the first time, Mr. Fukunaga, but you know how I won the second time?
Damnit !!!
Argh!! So that was how!!
That way, you could tell the cards apart by touch!
That's because I made a tiny indentation on the side of the card!
This is the perfect way to win!!
Back then I learned an important lesson: you can get a card game completely under your control just by marking the cards!
It's worth a try!
unless you plan on making a big enough dent to be able to see it across the table!
I hope you know there's really no benefit in marking the cards in this game.

Okay, it is time to begin the second hand of our simulation game

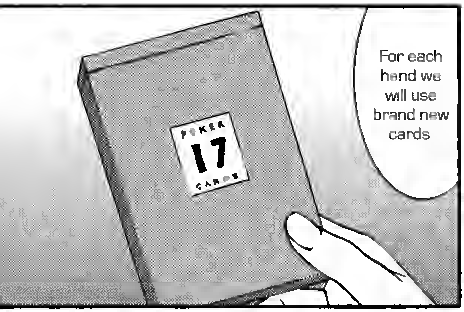


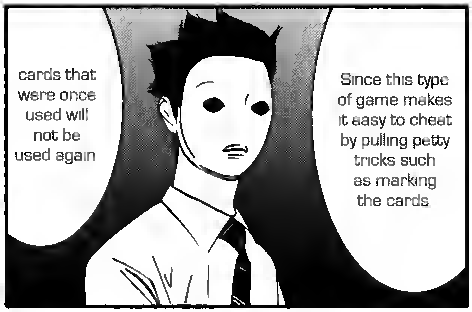

If both players would please ante up five chips?

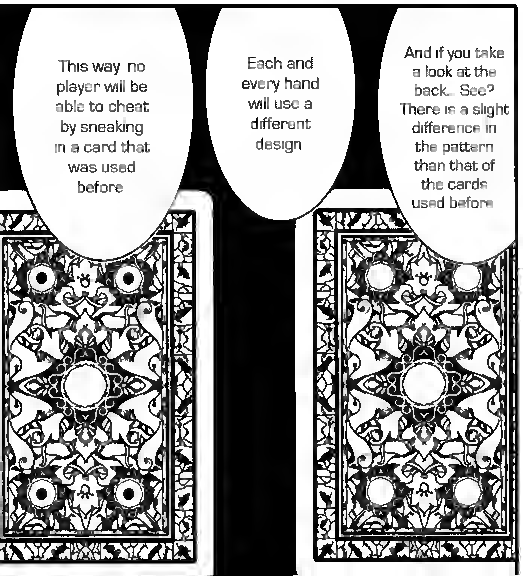

with one crucial exception
In general everything proceeds exactly as before

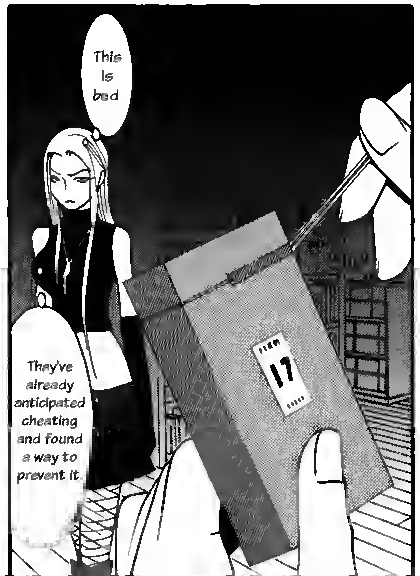

These cards
It has to do with the 17 cards used in the previous round

EEEEH!?
they will be destroyed

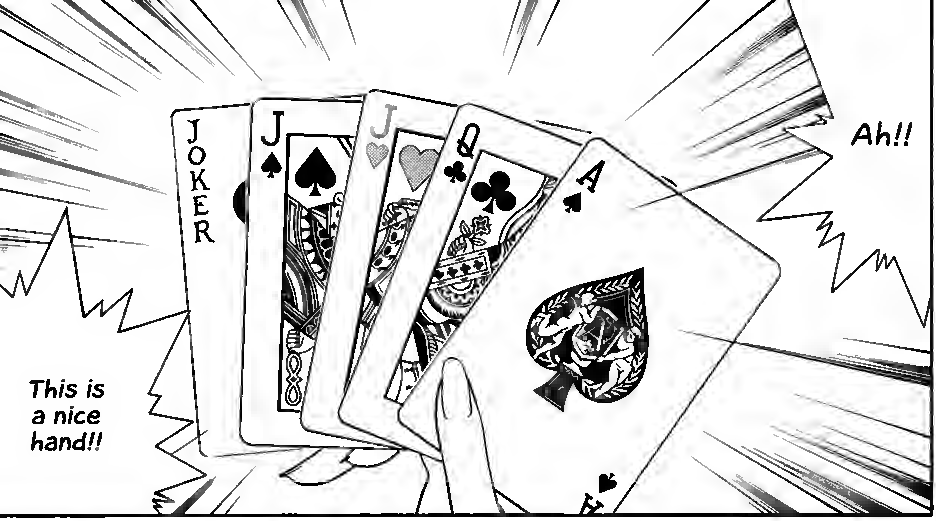

POKER
17
CARDS
For each hand we will use brand new cards

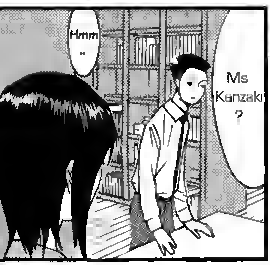

cards that were once used will not be used again
Since this type of game makes it easy to cheat by pulling petty tricks such as marking the cards

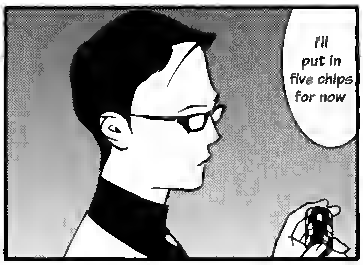

This way no player will be able to cheat by sneaking in a card that was used before
Each and every hand will use a different design
And if you take a look at the back. See? There is a slight difference in the pattern than that of the cards used before

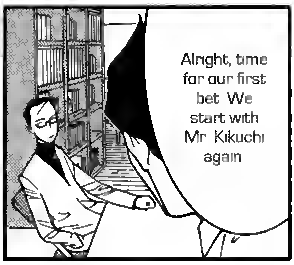

This is bad
They've already anticipated cheating and found a way to prevent it
17

Fufufu...
So please relax and enjoy an honest head-to-head battle
I guess there is no other way...
Aw, shoot
five cards
I'd like...
Six cards.
How many cards would you like to cut?
Since the Western Army won the last hand we will start with Mr Kikuchi the winner cutting the deck for us
The cards are likewise dealt starting with the last game's winner

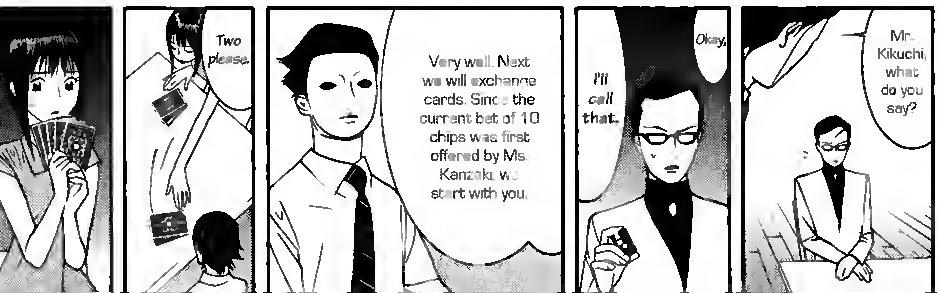

JOKER
Ah!!
This is a nice hand!!

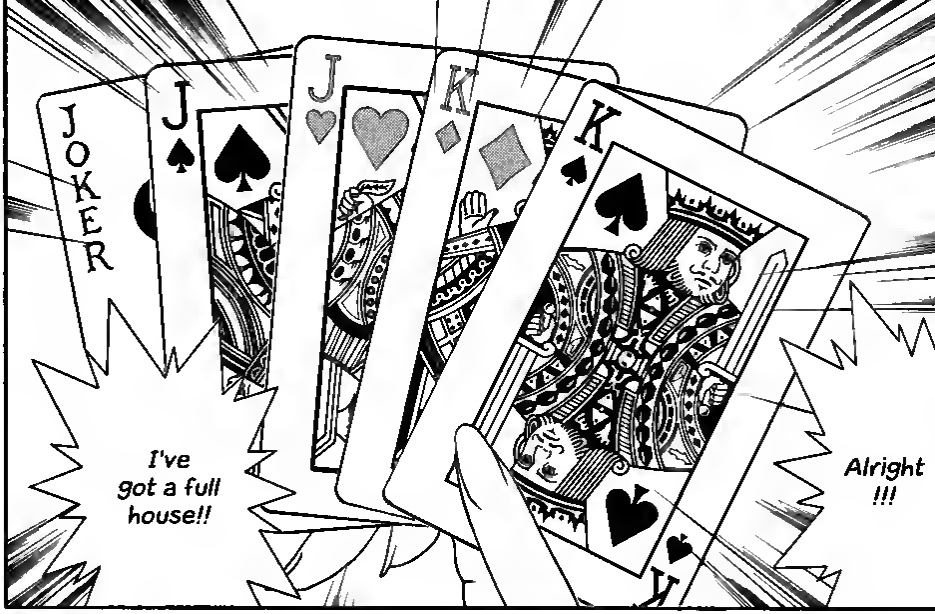

Hmm ..
Ms Kanzaki ?


I'll put in five chips for now

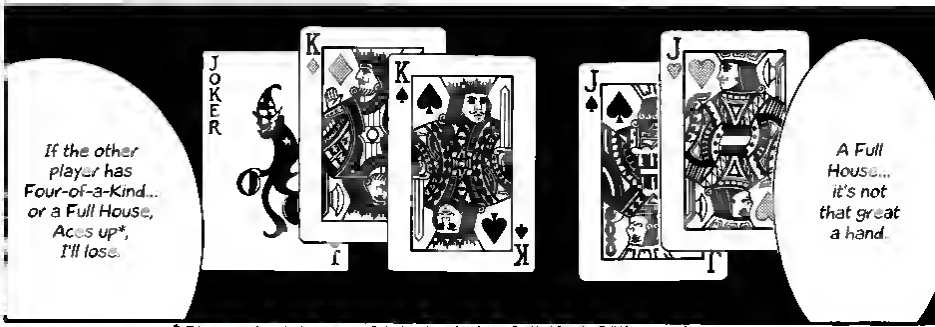

Alright, time for our first bet. We start with Mr. Kikuchi again

10 chips!
I'll raise ...

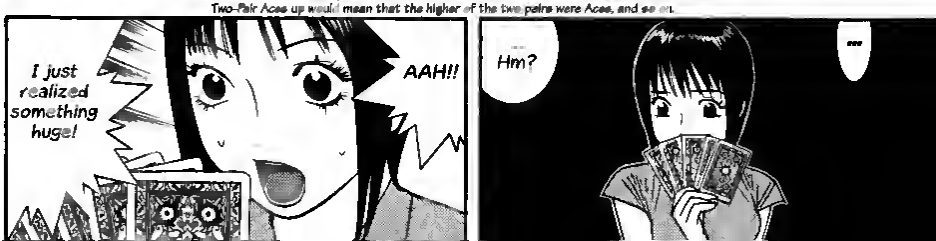

Two please.
Very well. Next we will exchange cards. Since the current bet of 10 chips was first offered by Ms. Kanzaki, we start with you.
Okay.
I'll call that.
Mr. Kikuchi, what do you say?



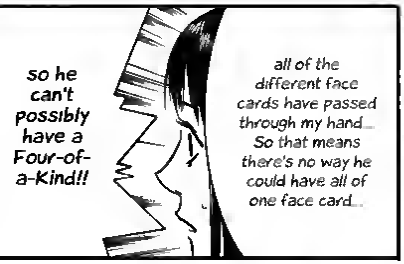
Erm
What to do?
Go ahead
We start again with Ms Kanzaki since she has the leading bet
We move into our second round of betting

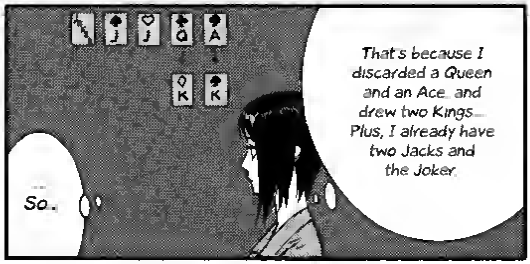


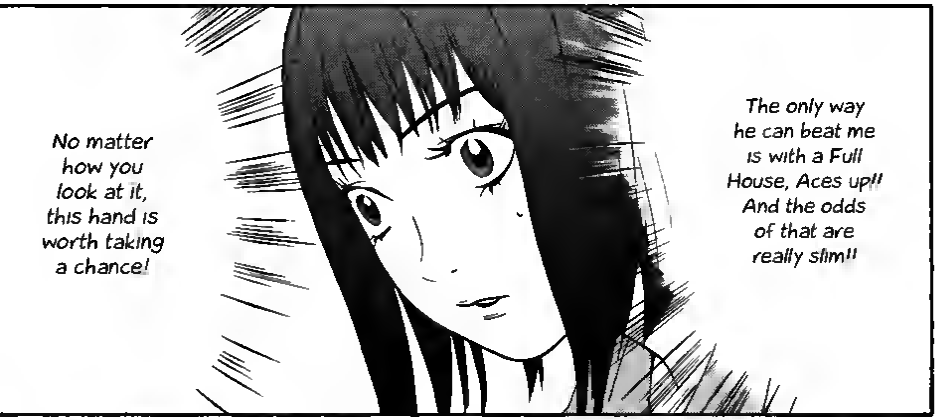
* This means that the larger part of the hand, or the three of a kind for the Full House, are Aces. Two-Pair Aces up would mean that the higher of the two pairs were Aces, and so on.



JOKER
J
J
K
K
The only hand that can beat mine is a Full House, Aces up!!

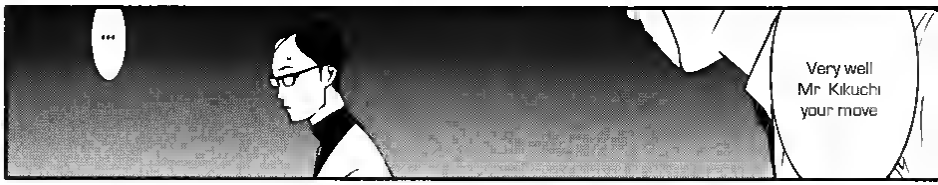

so he can't possibly have a Four-of-a-Kind!!
all of the different face cards have passed through my hand... So that means there's no way he could have all of one face card...

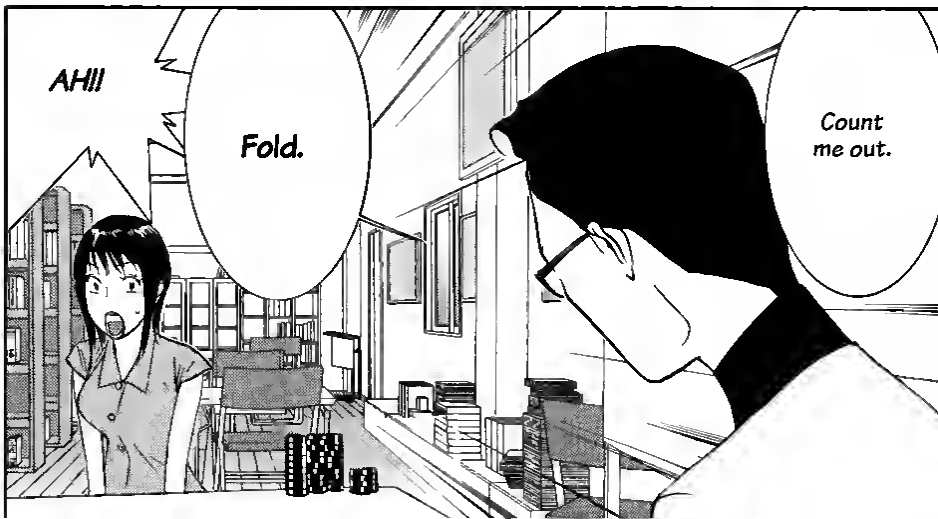

So...
That's because I discarded a Queen and an Ace, and drew two Kings... Plus, I already have two Jacks and the Joker.

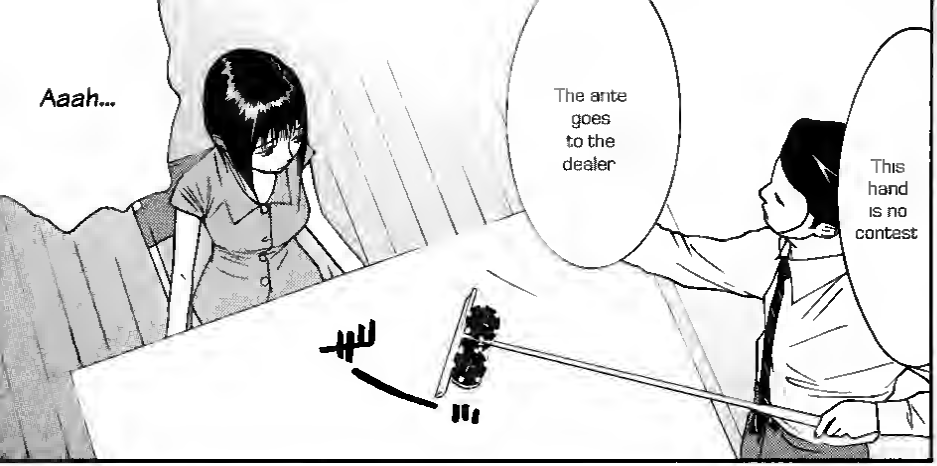

No matter how you look at it, this hand is worth taking a chance!
The only way he can beat me is with a Full House, Aces up!! And the odds of that are really slim!!

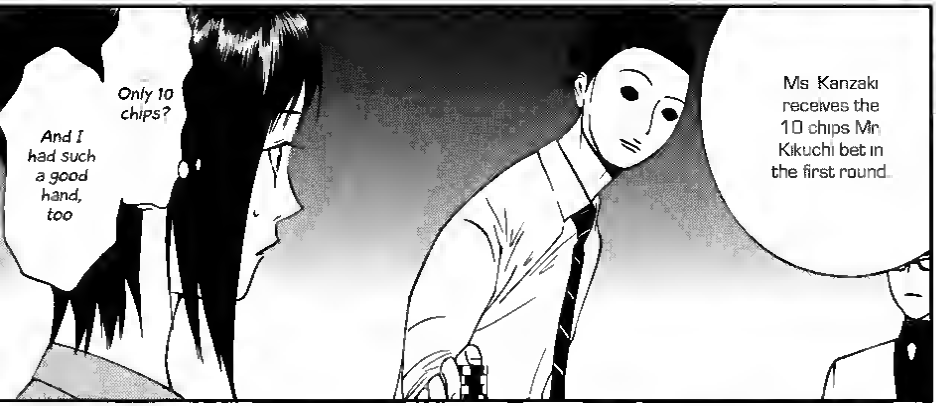
...
Ms. Kanzaki? Your move?

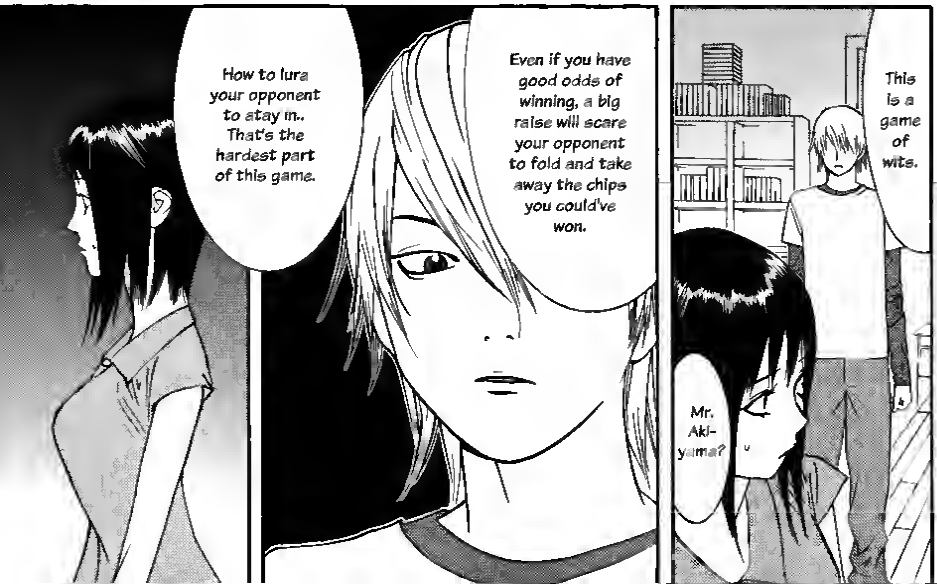
Raise!
I bet 30 chips!!
WHA—AT !!?


...
Very well Mr. Kikuchi your move


Count me out.
Fold.
AH!!

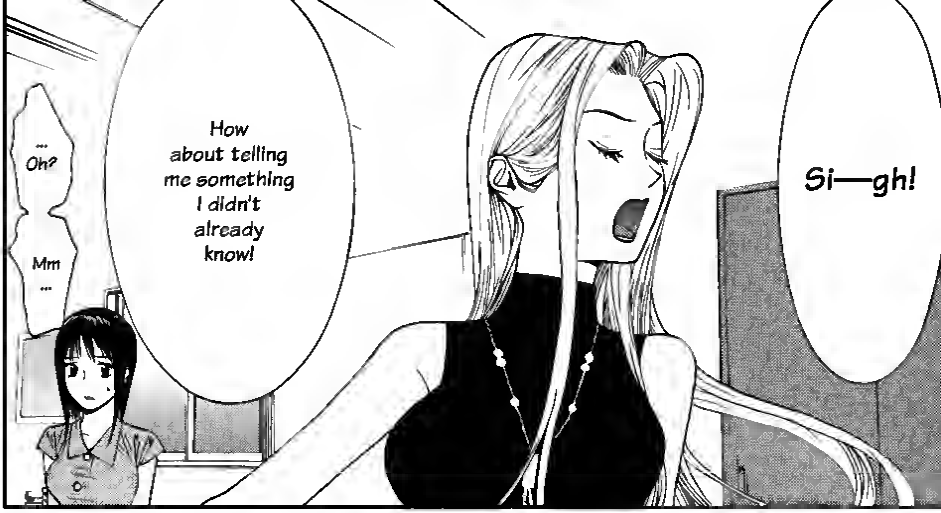

Aaah...
The ante goes to the dealer
This hand is no contest


Only 10 chips?
And I had such a good hand, too
Ms. Kanzaki receives the 10 chips Mr. Kikuchi bet in the first round.

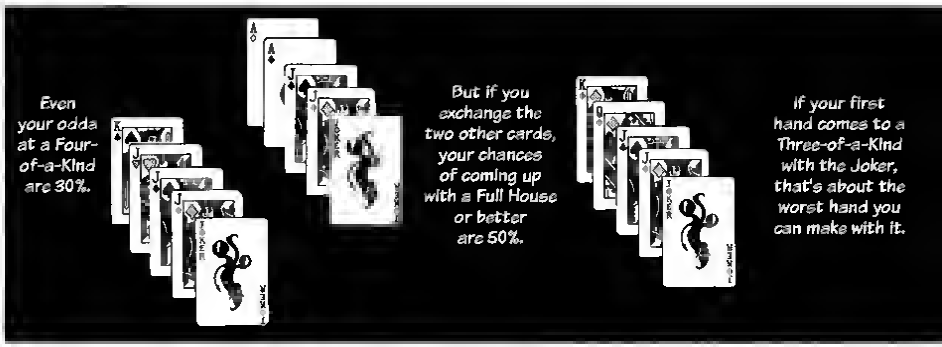

How to lure your opponent to stay in.. That's the hardest part of this game.
Even if you have good odds of winning, a big raise will scare your opponent to fold and take away the chips you could've won.
This is a game of wits.
Mr. Aki-yama?

... It might sound like I didn't do that bad, but...
The result of my five-hand simulation game was two wins, three losses.
All I ended up winning was 20 chips. But during my three losses, he had taken a total of 80 chips.
in both of my wins, the other player folded.
I had lost badly.
Chip Score
120 chips
Western Army in the lead
My total was thus -60 chips... In terms of the lead the Western Army had, that was 120 chips.
わぁ
YOU SUCK!
DO YOU EVEN KNOW HOW TO PLAY!?
あ

That's not true.
I learned a few things my own way.
You played so badly that we weren't able to learn anything from that simulation game!!
For starters,
W-Well.
Let's hear it!
Oh, really? What'd ya learn?
Is strongly influenced by whether your hand has the Joker or not.
whether you win or lose...
and if you don't have it, it's very likely the other side does... which makes it close to impossible to win with a Two-Pair.
JOKER
With the Joker, you're guaranteed at least a Three-of-a-Kind,


... Oh?
Mm ...
How about telling me something I didn't already know!
Si—gh!

It's also a fact that having the Joker on your first hand raises your chances of winning even more.
Since you brought it up,


Even your odds at a Four-of-a-Kind are 30%.
But if you exchange the two other cards, your chances of coming up with a Full House or better are 50%.
If your first hand comes to a Three-of-a-Kind with the Joker, that's about the worst hand you can make with it.

There's more!!
TELL ME THAT'S NOT ALL YOU LEARNED FROM THAT DAMN GAME!!
YES, "REALLY!"
I learned something else!

Oh, really?
That's why coming up with the Joker on the first hand is as good as having won already.
Trying to make a Full House or Four-of-a-Kind without the Joker is extremely hard.

?
This ...
is probably the most important thing out of everything I learned from the simulation.
The Western Army's Centerfield, Mr. Kikuchi,
looked like he caught on to something in the middle of the game.
!?
It was right around the start of the fourth hand.
I'm sure I saw
his expression change.

I think he may have discovered a way to win this game, or something close to it...
Not really.
N-No
Do you have any other proof besides his expression changing?
Yes
Y-
That was something you THINK you saw, yes?
..Lemme get this straight.
...
Sorry...
...S...
That's all you can come up with after examining him for the entire game!?
Kgh—!!
Kukuku.. This girl is truly amusing.
Kikuchi discovered a way to win this game?
Kikuchi's expression changed?
Ku kuku...

That's exactly right!
Yes.
E—h!? For real!?
Kikuchi has noticed the very heart of this game
It is just as you say
Yes.
Without the shadow of a doubt!
There's a definite way to win this game!?
And even if they do, it's impossible for them to use it.
No... They won't.
But won't the other team catch on to it?
I'd never have anticipated such a method...
Ku-kuku...

NOTE BY VAVOYSH

Again, just some poker terminology

When something is said to be BLANK SOMETHING UP, then it means that the higher part of it is that something. For instance, a Full House Aces Up means that there are three Aces, and a pair of something else. The something else doesn't matter. A Straight Ten Up means that it's a straight containing cards 6 7 8 9 10. However, most of the time, people just say BLANK SOMETHINGS, for instance, Full House Aces, or Two Pair Kings. Additionally, the Kicker is the next highest part of the hand, which is used in a tie. If two people have hands

K-K-J-J-A
K-K-Q-Q-J

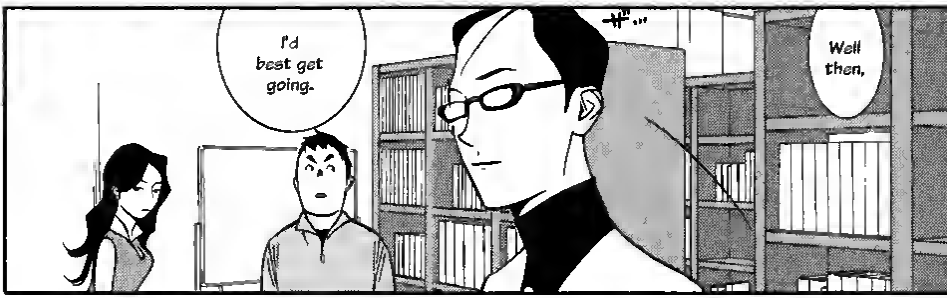
then the second hand would win, because its next highest card is Q-Q, compared to the J-J

Because I'm the ONLY one who can!
It's almost as if...
this game was crafted especially for me.
...
...
We can win this game.
Most definitely !!!

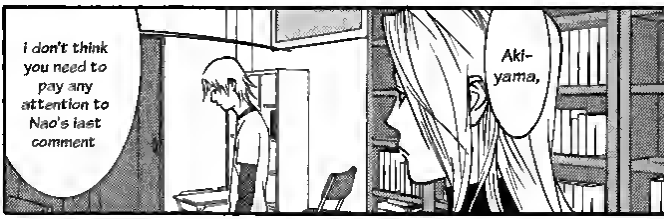
LIAR GAME
ライアーゲーム

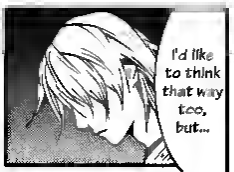
Chapter 70
Enticement

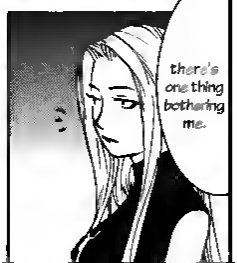
Would both team's players please make their way to the game room as soon as possible?
If I may have your attention please, we will begin the Centerfields' battle in five minutes.

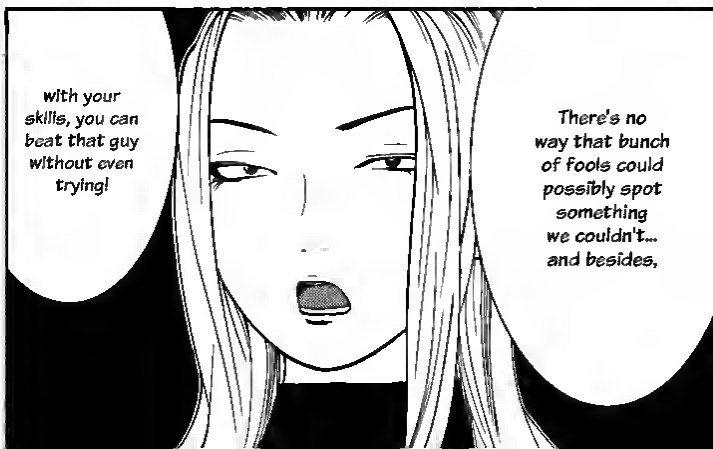

I'd best get going.
Well then,

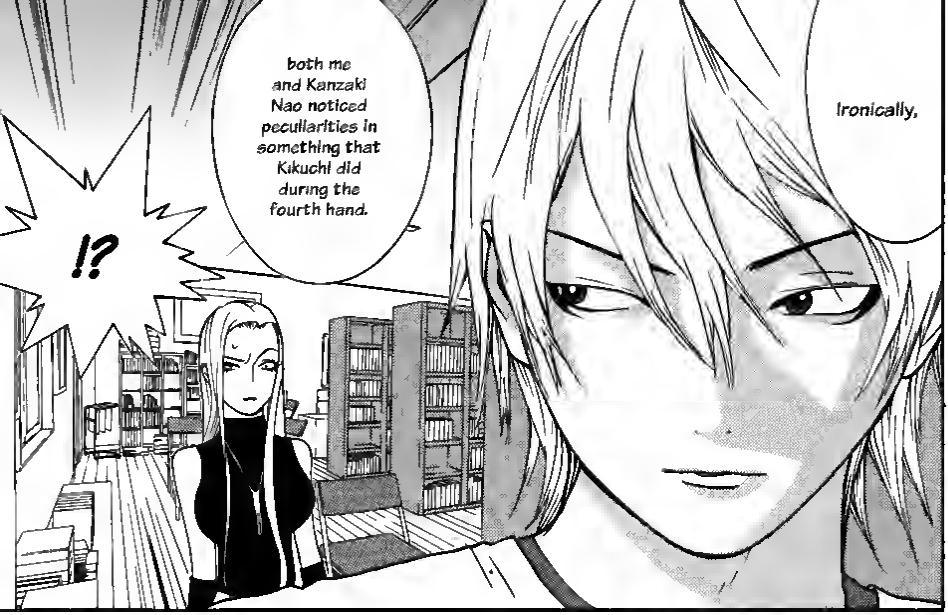
What, that Kikuchi caught on to something?
Uh-huh.


I don't think you need to pay any attention to Nao's last comment
Aki-yama,

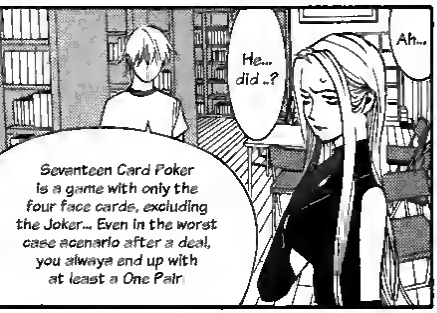

I'd like to think that way too, but...

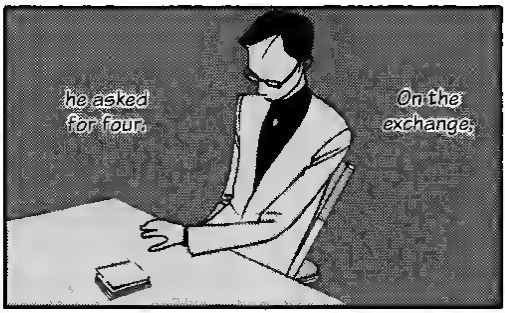

there's one thing bothering me.

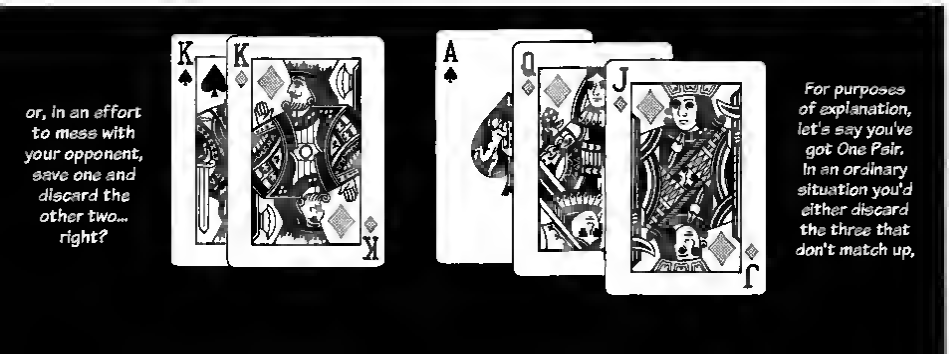

with your skills, you can beat that guy without even trying!
There's no way that bunch of fools could possibly spot something we couldn't... and besides,


both me and Kanzaki Nao noticed peculiarities in something that Kikuchi did during the fourth hand.
!?
Ironically,

when Kikuchi exchanged cards.
Remember back to that hand...
What!? What was it!?


He... did..?
Ah...
Seventeen Card Poker is a game with only the four face cards, excluding the Joker... Even in the worst case scenario after a deal, you always end up with at least a One Pair.

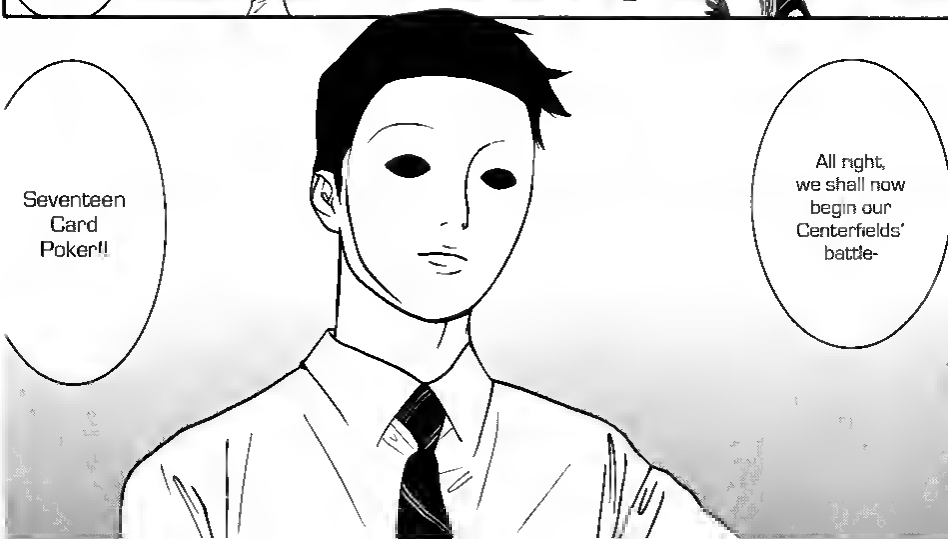

he asked for four.
On the exchange,


or, in an effort to mess with your opponent, save one and discard the other two... right?
For purposes of explanation, let's say you've got One Pair. In an ordinary situation you'd either discard the three that don't match up,

Dunno.
Why the heck did he do that!?
You're right... it's unthinkable that someone would discard four cards...!!

He might have discovered a way to win.
It might be just as Kanzaki Nao suggested.

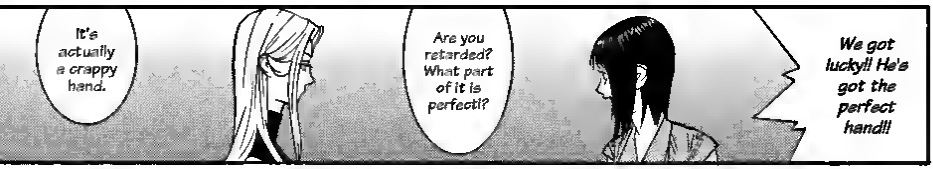
I'll just tread carefully.
In any case,
That's impossible!
No way, no way!

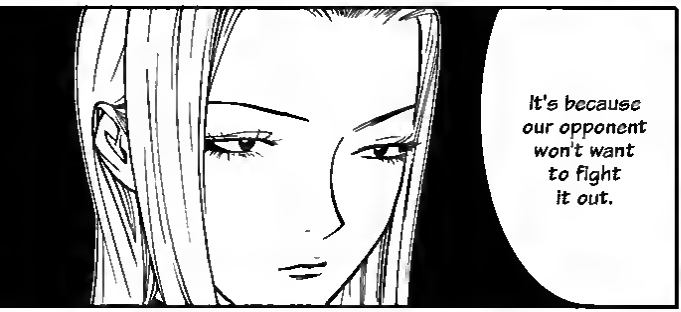

Seventeen Card Poker!!
All right, we shall now begin our Centerfields' battle-

Gentlemen, if you would please ante up?
Six cards.
Five cards.
The previous Vanguards' battle ended in a tie, but by the chip count the Eastern Team won- so would you please cut first, Mr. Akiyama?

And now, the cards have been dealt
JOKER
A
K
Q
J

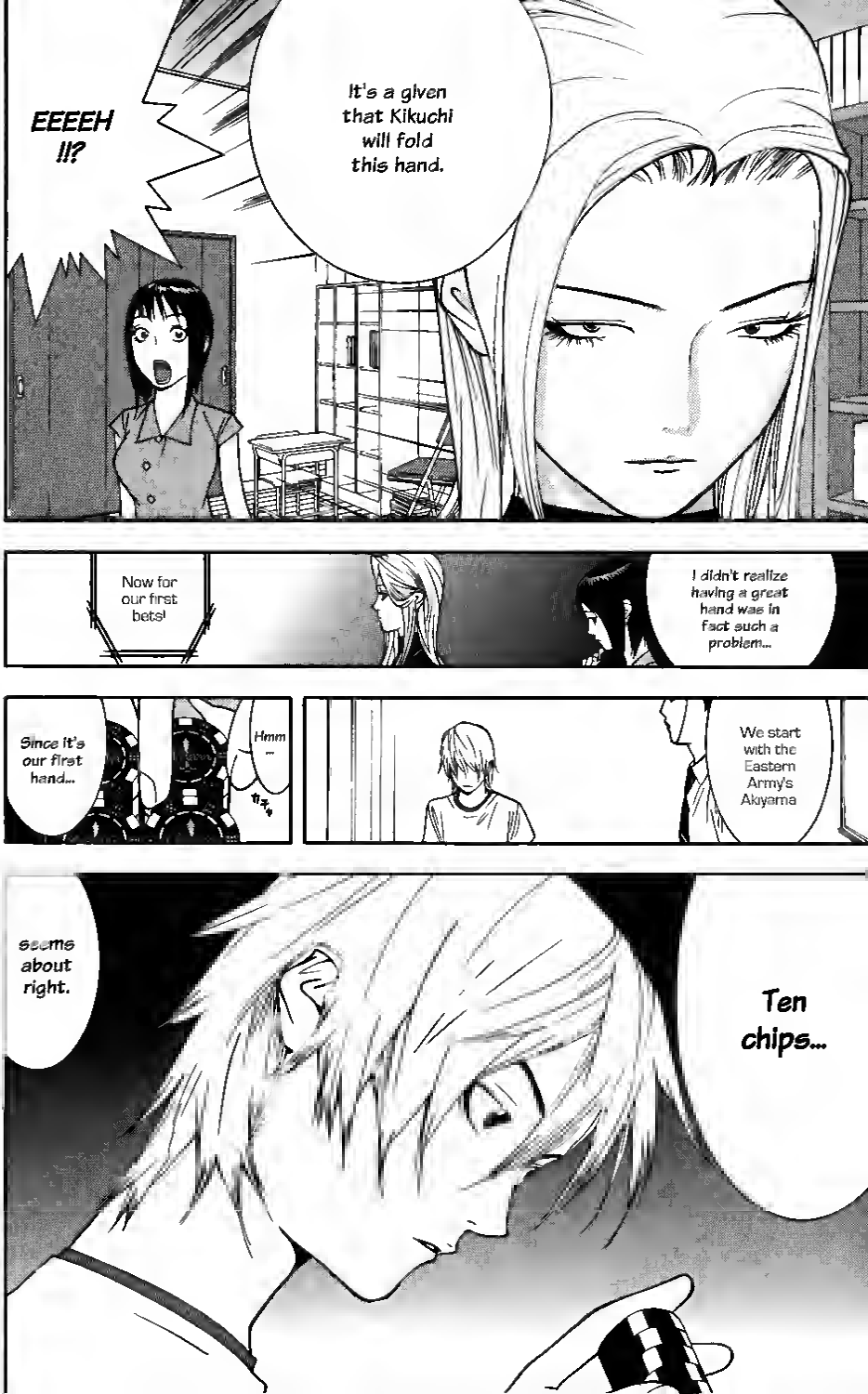
Mr. Akiyama's got a definite straight!!
All right !!!

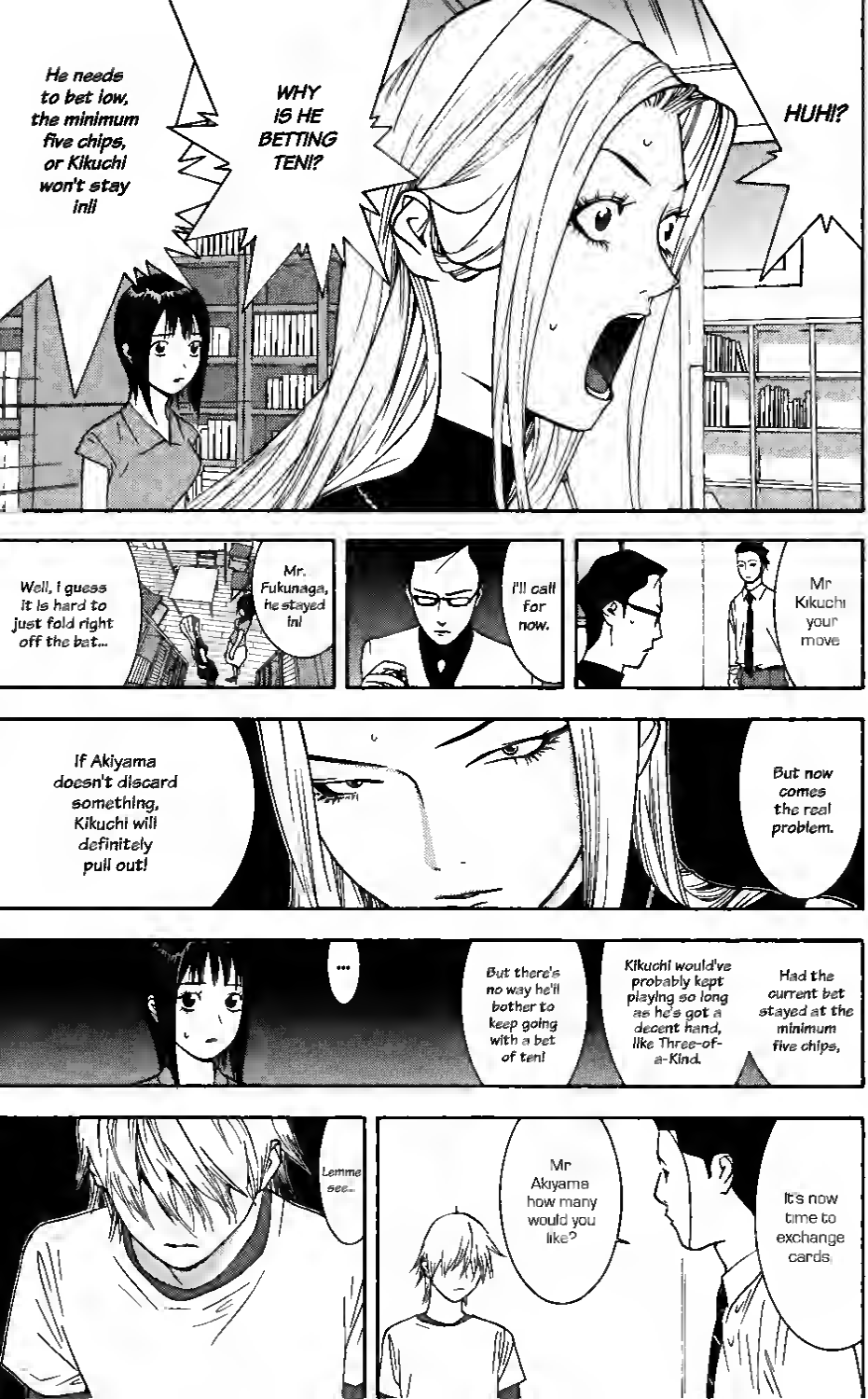

It's actually a crappy hand.
Are you retarded? What part of it is perfect!?
We got lucky!! He's got the perfect hand!!


It's because our opponent won't want to fight it out.

It's such a strong hand right from the beginning ...
Eh? Why's that?

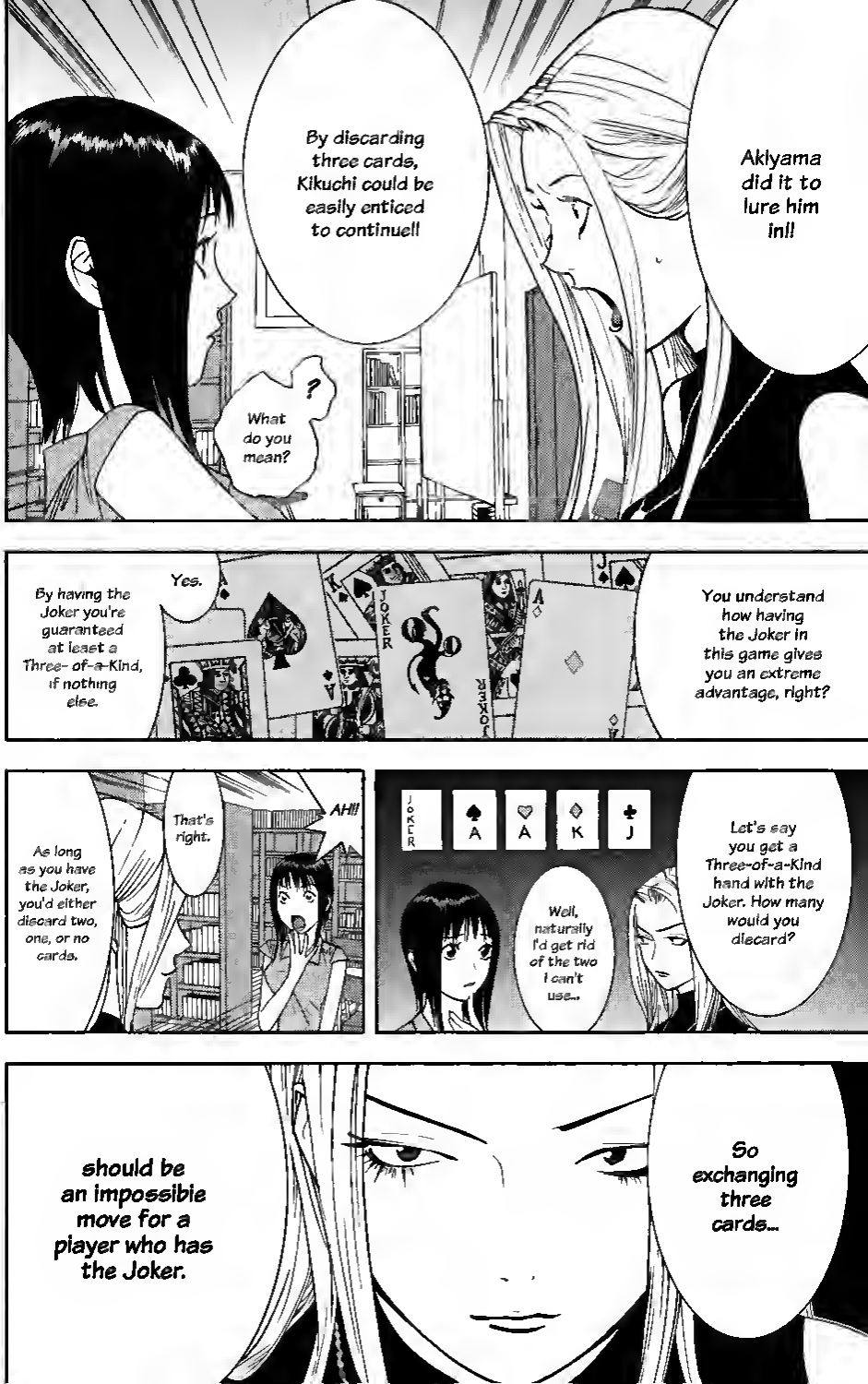
But if you don't discard anything, it's like telling Kikuchi outright that you've got a great hand.
JOKER
A
K
Q
J
Look... Think about it. This is the kind of hand you don't want to discard a single card for.

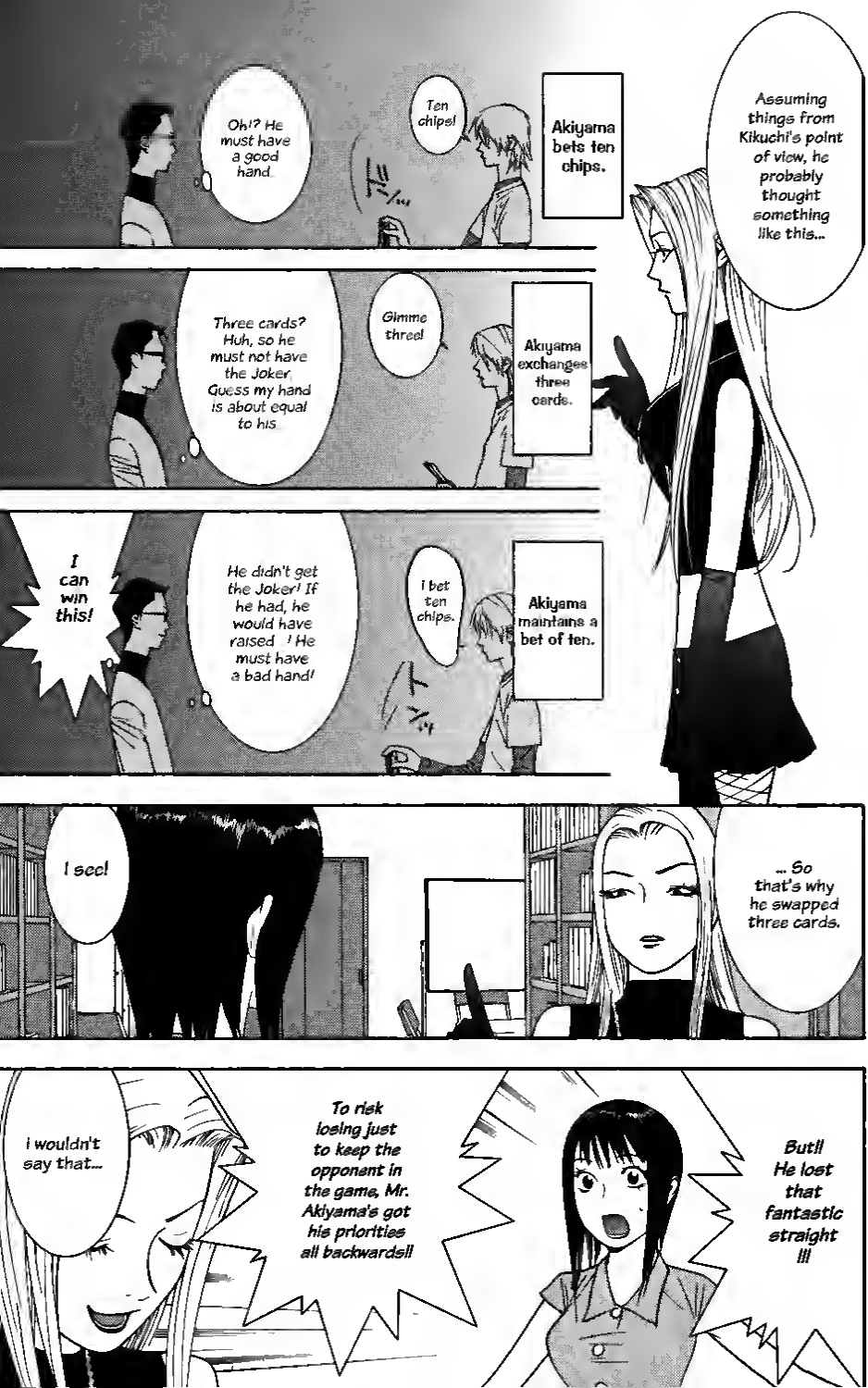

EEEEH !!?
It's a given that Kikuchi will fold this hand.
Now for our first bets!
I didn't realize having a great hand was in fact such a problem...
Since it's our first hand...
Hmm ...
We start with the Eastern Army's Akiyama
Ten chips...
seems about right.

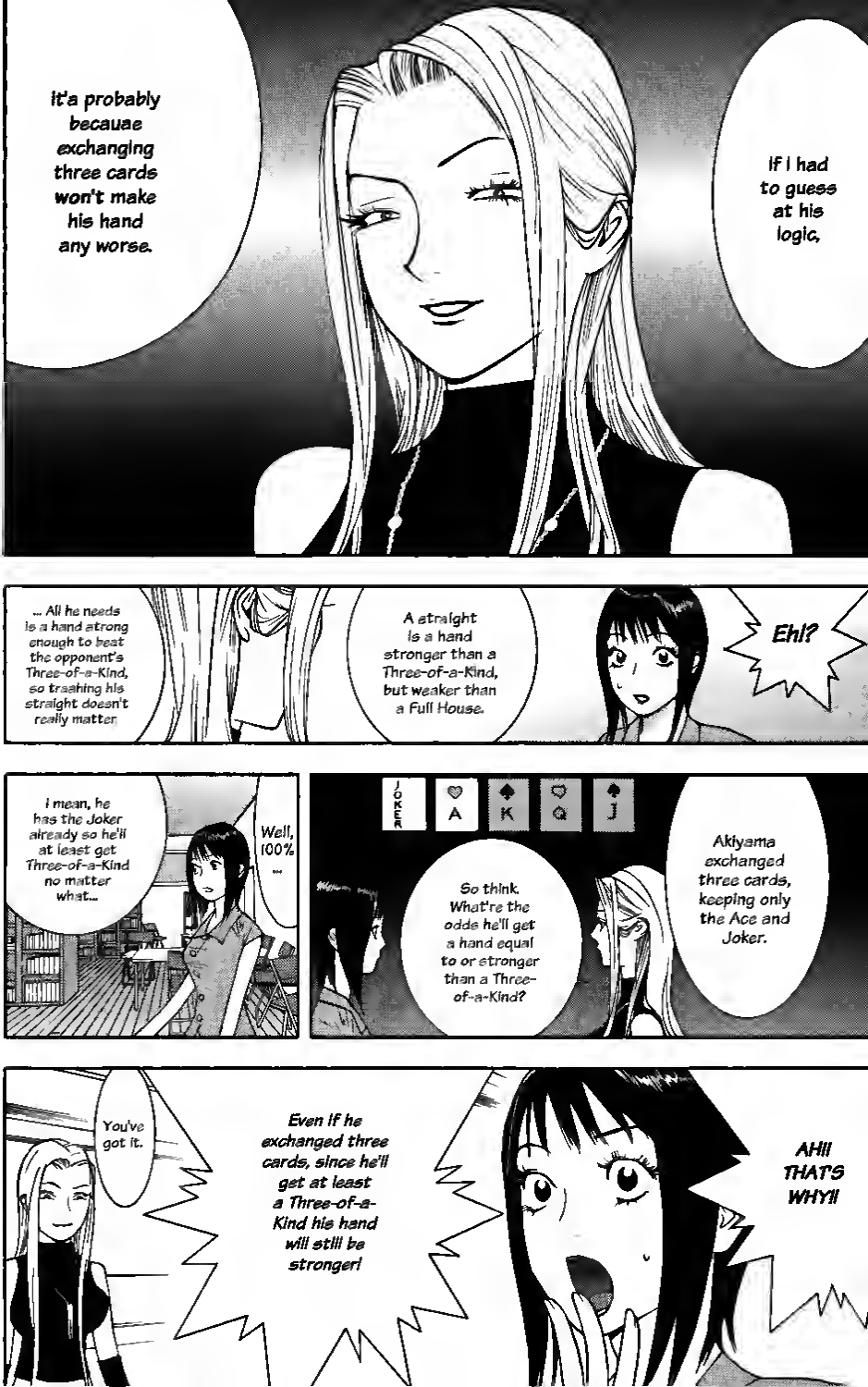

He needs to bet low, the minimum five chips, or Kikuchi won't stay in!!
WHY IS HE BETTING TEN!?
HUH!?
Well, I guess it is hard to just fold right off the bat...
Mr. Fukunaga, he stayed in!
I'll call for now.
Mr Kikuchi your move
If Akiyama doesn't discard something, Kikuchi will definitely pull out!
But now comes the real problem.
...
But there's no way he'll bother to keep going with a bet of ten!
Kikuchi would've probably kept playing so long as he's got a decent hand, like Three-of-a-Kind.
Had the current bet stayed at the minimum five chips,
Lemme see..
Mr Akiyama how many would you like?
It's now time to exchange cards.

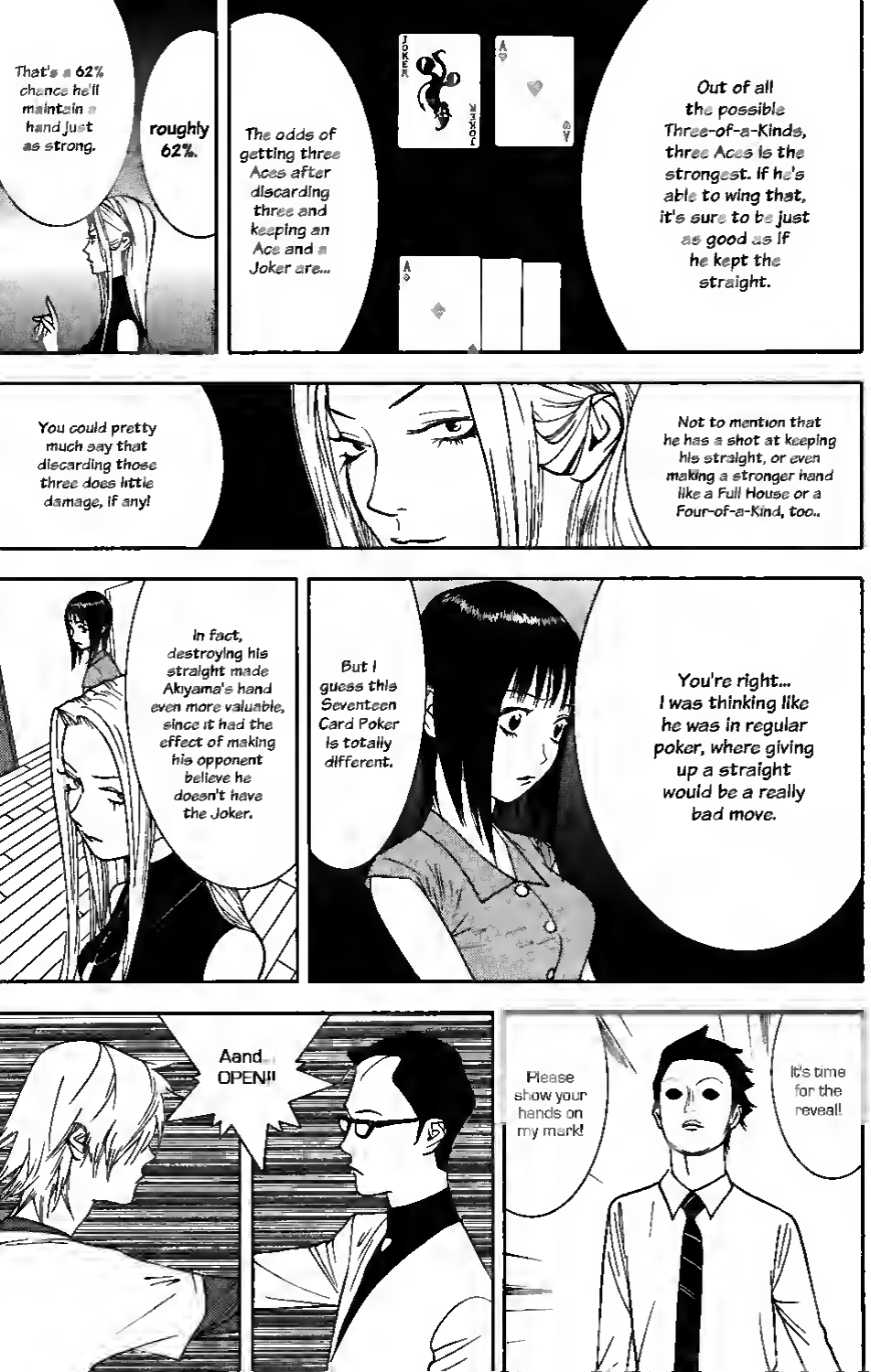
Three, please.
WHAT!?
!!
Why— would he!?
But that'll destroy his straight!
He wanted three cards.
What'd he just say!?
JOKER
A
パラ
I'll exchange three as well.
Very well Mr Kikuchi how many for you?
Now to place any second bets Mr. Akiyama?
Just because your opponent wouldn't stay in the game is no reason to throw away your straight!!!

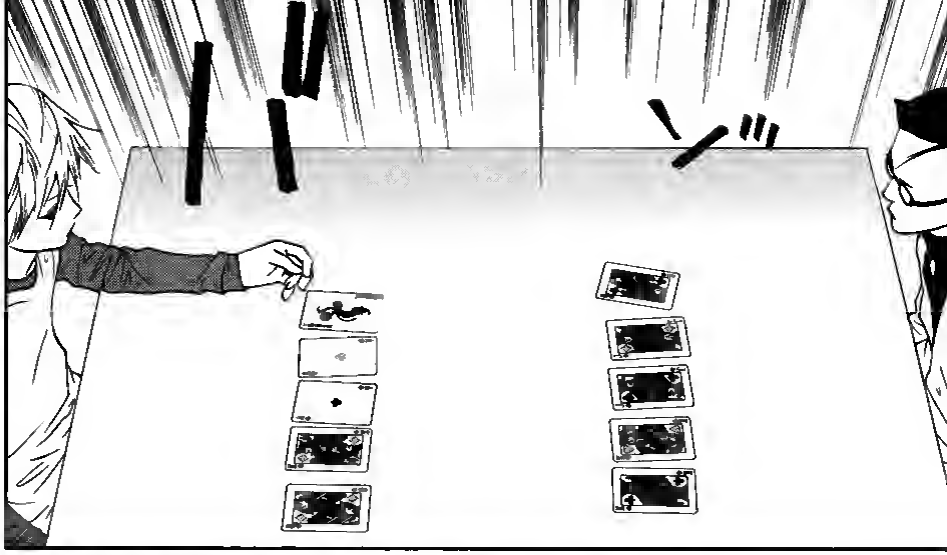
Ten chips!
I raise ...
トン!!!
Call.
Mr Kikuchi, your answer?
...
His hand will get so much worse for giving those away..
Sigh... three whole cards...?
AH!! I GET IT!!
THAT'S WHAT IT WAS ABOUT!!
?


Akiyama did it to lure him in!!
By discarding three cards, Kikuchi could be easily enticed to continue!!
What do you mean?
?
You understand how having the Joker in this game gives you an extreme advantage, right?
Yes.
By having the Joker you're guaranteed at least a Three-of-a-Kind, if nothing else.
Let's say you get a Three-of-a-Kind hand with the Joker. How many would you discard?
JOKER
A
A
K
J
Well, naturally I'd get rid of the two I can't use...
That's right.
AH!!
As long as you have the Joker, you'd either discard two, one, or no cards.
So exchanging three cards...
should be an impossible move for a player who has the Joker.

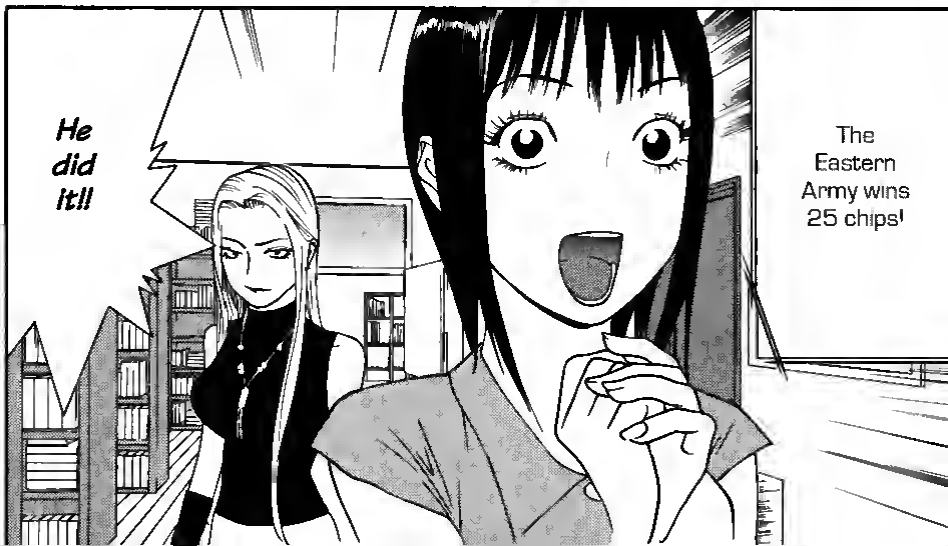

Assuming things from Kikuchi's point of view, he probably thought something like this...
Akiyama bets ten chips.
Ten chips!
Oh!? He must have a good hand.
Akiyama exchangee three cards.
Gimme three!
Three cards? Huh, so he must not have the Joker. Guess my hand is about equal to his.
Akiyama maintains a bet of ten.
I bet ten chips.
He didn't get the Joker! If he had, he would have raised ! He must have a bad hand!
I can win this!
... So that's why he swapped three cards.
I see!
But!! He lost that fantastic straight !!!
To risk losing just to keep the opponent in the game, Mr. Akiyama's got his priorities all backwards!!
I wouldn't say that...

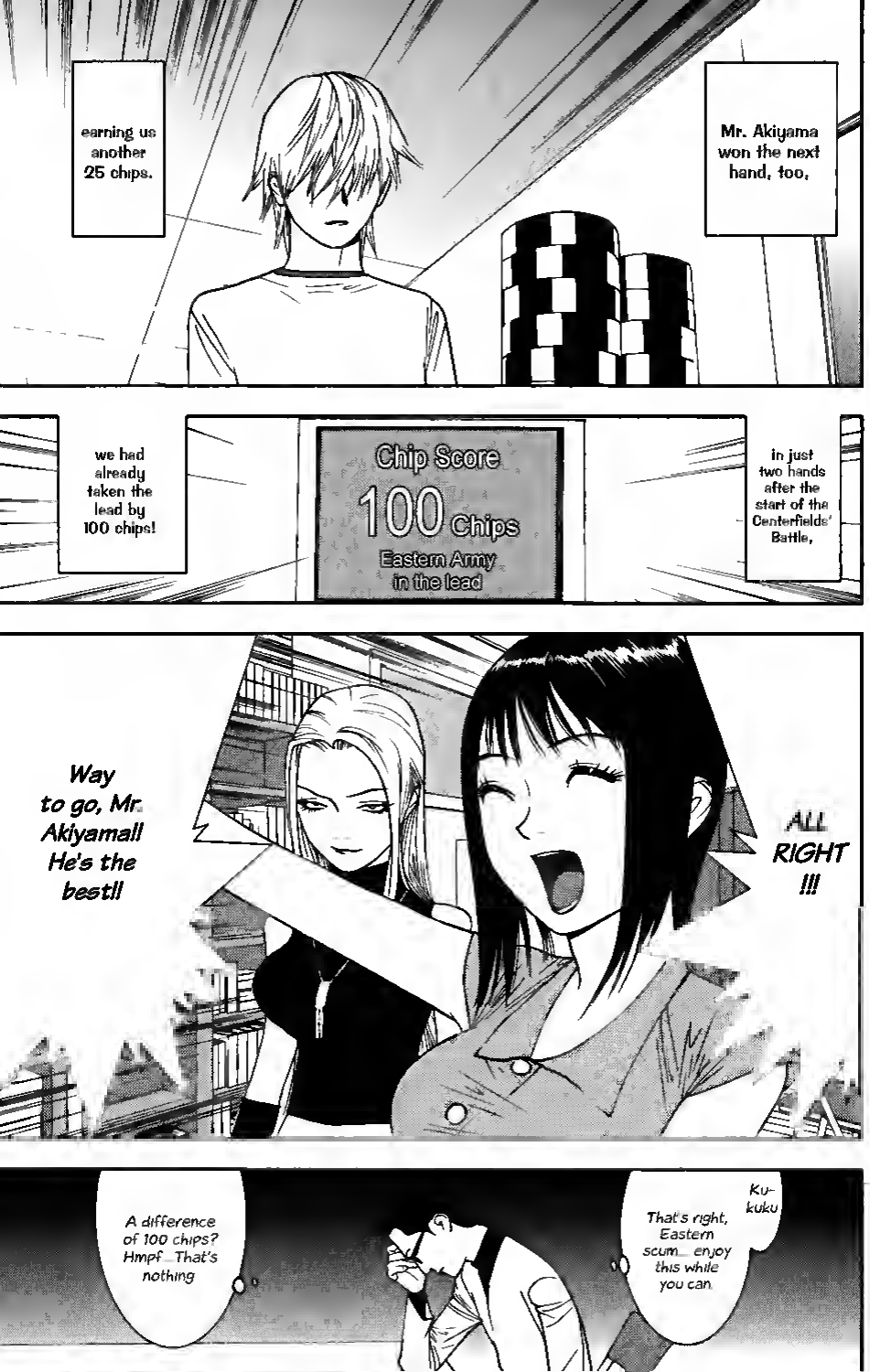

If I had to guess at his logic,
it'a probably becauae exchanging three cards won't make his hand any worse.
Eh!?
A straight is a hand stronger than a Three-of-a-Kind, but weaker than a Full House.
... All he needs is a hand atrong enough to beat the opponent's Three-of-a-Kind, so trashing his straight doesn't really matter
Akiyama exchanged three cards, keeping only the Ace and Joker.
So think. What're the odds he'll get a hand equal to or stronger than a Three-of-a-Kind?
JOKER
A
K
Q
J
Well, 100% ...
I mean, he has the Joker already so he'll at least get Three-of-a-Kind no matter what...
AHH! THAT'S WHY!!
Even if he exchanged three cards, since he'll get at least a Three-of-a-Kind his hand will still be stronger!
You've got it.


That's a 62% chance he'll maintain a hand just as strong.
roughly 62%.
The odds of getting three Aces after discarding three and keeping an Ace and a Joker are...
JOKER
JOKER
Out of all the possible Three-of-a-Kinds, three Aces is the strongest. If he's able to wing that, it's sure to be just as good as if he kept the straight.
You could pretty much say that discarding those three does little damage, if any!
Not to mention that he has a shot at keeping his straight, or even making a stronger hand like a Full House or a Four-of-a-Kind, too..
In fact, destroying his straight made Akiyama's hand even more valuable, since it had the effect of making his opponent believe he doesn't have the Joker.
But I guess this Seventeen Card Poker is totally different.
You're right... I was thinking like he was in regular poker, where giving up a straight would be a really bad move.
Aand... OPEN!!
Please show your hands on my mark!
It's time for the reveal!



Oh, my-!! Our first hand goes to the Eastern Army's Mr Akiyama, with three Aces!

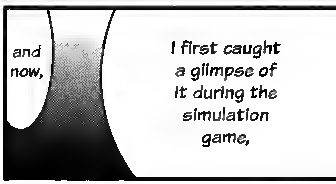

He did it!!
The Eastern Army wins 25 chips!


earning us another 25 chips.
Mr. Akiyama won the next hand, too.
we had already taken the lead by 100 chips!
Chip Score
100 Chips
Eastern Army in the lead
in just two hands after the start of the Centerfields' Battle,
Way to go, Mr. Akiyama!! He's the best!!
ALL RIGHT !!!
A difference of 100 chips? Hmpf... That's nothing
That's right, Eastern scum... enjoy this while you can
Ku-kuku

Because I'm the one who has a way to control this game!

Prepare for the real deal
Ku-kuku

I've managed to perfect it during this second hand!


and now,
I first caught a glimpse of it during the simulation game,

before you even know it!
I'll be taking back your 100 chips...
LIAR GAME 7 END

「週刊ヤングジャンプ」H20年23号―27号、29号―34号に、
好評掲載されたものを収録しました。

◉ヤングジャンプ・コミックス◉

LIAR GAME 7

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甲斐谷忍
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